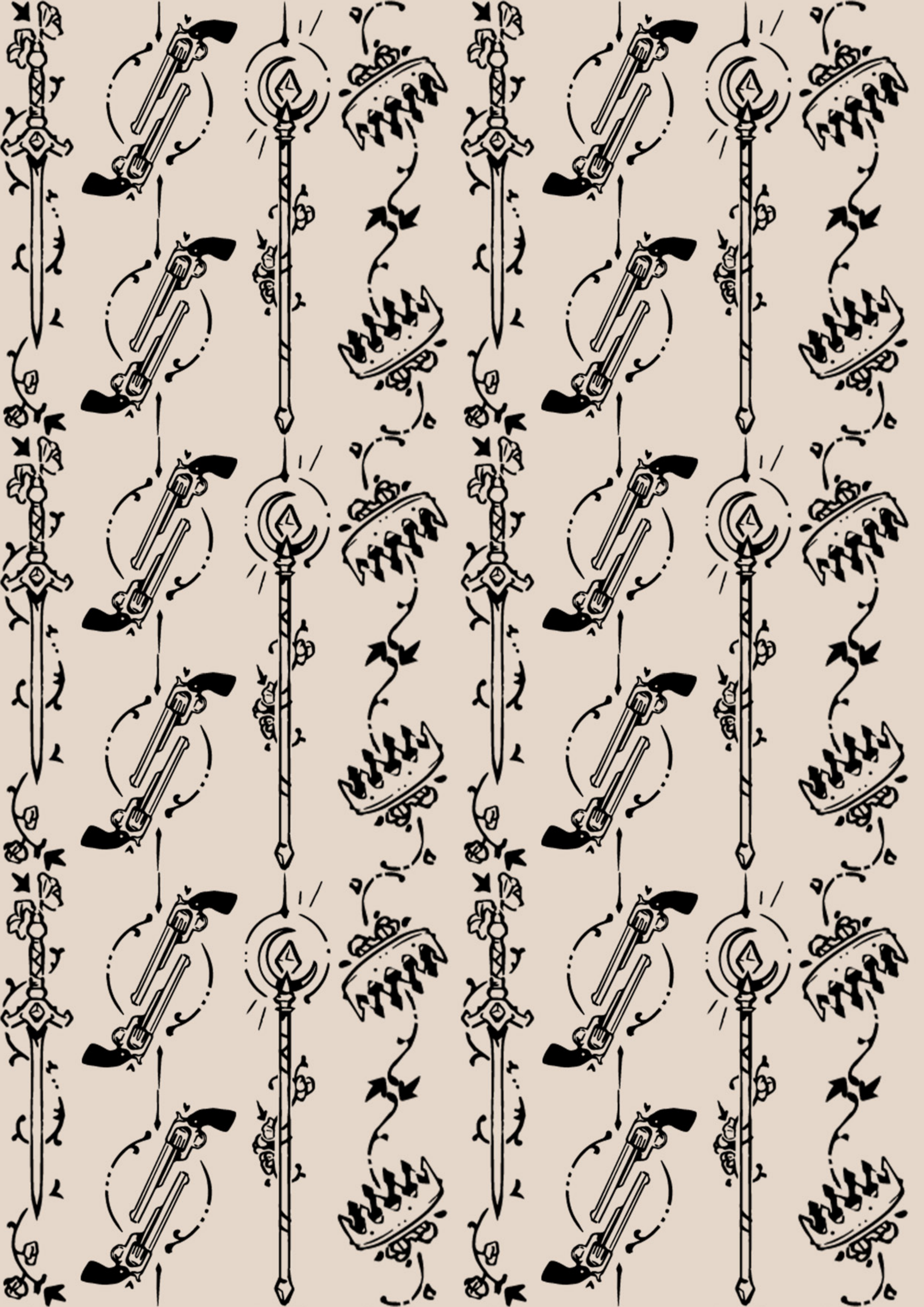
INEVITABLE
A DOOMED ARTHURIAN WESTERN
COX
KLUR





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Thanks

In chronological order:

Thank you to Huw Williams, for being my boon companion in creation of the setting for this game, and its long-accompanying novel.

Thank you to Blue-Bates Cambridge, for teaching me that crows conk and ravens caw.

Thank you to James Hewitt, for setting me upon the right path to the tower.

Thank you to Stuart Leckie, whom I copied the player guide section from in the fantastic game *Wraithlands*. He supposedly stole it from D. Vincent Baker and Meguey Baker, so I guess I should thank them too.

Thanks to Rowan, Rook and Decard, as well as Matt Sanders, without whom I'd be a bundle of stress long ago.

Thank you to Molly Joule, Nicholas Spence, Kayla Dice and Laurie O'Connel, for providing validation, feedback and inspiration when my head spun wild with cowboys and birds.

Thank you to Klur, for letting me see what before was only within my mind's eye.

We sing noble tales of adventures who failed before their quest was done:

Sir Kallax the Younger, Sir Kallax the Elder, Trollfast the Blooded, Strandmon the Councillor, Volgun the Gunseeker, Midnight Sally, The Raddenscarred, Mari the Young Balladeer, Sir Vasily the Lead Drake, The Moonlark, Sir Darrien the Amberhearted, Angharad the Weeper, Vanderbilt the Rattlesnake, Ieuan the Shadetouched, Godfrey the Tomewarden, and Rodrigo the Glass.

Don’t sing the praises
of anything that’s not over.
Not the day’s before the night,
not the work’s before its end,
not the man’s before his death.

Jackson Crawford,
The Cowboy Havamal



Knights and wizards have defended the Kingdom of Myth for centuries. These lands have known peace and prosperity, but soon the Kingdom will be no more.

The prophets have declared that your city shall burn and Myth will fall. All those who follow your king shall die. It is inevitable.

But you shall defy fate. Myth will not end while you bear arms.

You will fail, but as long as there are still stories, they will sing of you.

They say the last great civilisation will soon be left in dust and ruin. They say once the city falls, that which remains will be sandblasted and dustbitten. Mankind will survive, but these are the waning days of the Kingdom of Myth.

Since the twin cities of Progress and Virtue fell to depravity centuries ago, only Myth remains: that ancient and beautiful bastion amongst the arid and hostile land of the Barren. All other great realms of humanity are destroyed or impossibly distant beyond the wide deserts at the edge of the world.

Myth has waned since the Battle of the Violet Fields, where King Malavan was slain by his traitorous brother, the Cannibal Saint. Now Malavan's son, the sickly and cursed Boy-King Rubain, rules from the Mythic Throne, and soon his citadel will be sacked and left to smoulder. His knights and his wizards, heroes all, will be worth nothing when his city burns.

The starry-eyed prophets spoke with a single voice. First the Oracle of Carcass, then the Blue Witches of the Cradle, then Sir Rywe the Bonethrower, then the Snowbrowed Sorcerer of Noble, and finally Cajahr the Stargazer, the King's foremost advisor, declared it so:

Rubain will be the last king of Myth and his kingdom will fall. Those that remain in Knightsholme will be the last of the Errant Order. Those who do not abandon or betray their Boy-King will die. Fate has set to stone, and the only true law in these lands is the word of prophets.

This doom is inevitable.

Myth's enemies are bountiful. Foul wizards conspire from their blighted towers, scrying the land with ill intent. Cannibal cultists lurk in the wastes, singing praises to half-forgotten gods. Anarchists gather the people, inspiring rebellion and declaring the end of kings. The Errant and Mystic Orders grow restless, waiting impatiently for the war that the prophets say will end Myth. Monstrous armies amass in the Cradle Range, soon to sweep down and burn the land.



Your heroes declare that what is foretold will not come to pass.

You will defy prophecy.

Myth will not end while you bear arms.



Before you play

INEVITABLE is a roleplaying game (RPG), a conversation between a players and a gamemaster (GM). Everyone is working together to have fun, and tell an interesting, dramatic, and in this case, utterly doomed story.

Sometimes we use dice to work out what happens in this story. All dice in INEVITABLE have six sides (the ones you use to play Monopoly). We refer to them in shorthand as D6. You might occasionally need some different dice to roll on random tables.

Themes, Safety & Content

INEVITABLE is a difficult game about the end of the world, how people deal with that, and how they remember it. We recommend using safety tools when you play. Check out the TTRPG SAFETY TOOLKIT by Lauren Bryant-Monk and Kienna Shaw for a primer on safety tools and a menu of options for you and your group. We also recommend SCRIPT CHANGE RPG TOOLBOX by Beau Jagr Sheldon, as well as reading up on LINES AND VEILS, a tool created by Ron Edwards.

Content Warnings

Death	Cannibalism	Mental Health
Violence	Consumption of Corpses	Fire
Firearms	Necromancy	Torture
Radiation	Depression	Imprisonment
	The End of the World	

How to Use This Book

Before we make characters or set off on our doomed journey, let's take a moment to situate ourselves in INEVITABLE. This section includes a setting primer, with bullet point lists of all the major players and factions of INEVITABLE. Players can read this at any time, and GMs can feel free to reference it throughout their time with INEVITABLE. If anyone's curious, consider rattling through these facts at the start, alternating the player reading each list. After that is the PLAYER'S GUIDE. Read through this section with your players before you start the game.

Eighteen Facts of the Barren

CHARACTERS in INEVITABLE dwell within the Kingdom of Myth, the largest civilisation of the Barren, a wide and dangerous desert. Within is a set of eighteen facts and eighteen people of the Barren would be familiar with.

Genre

- INEVITABLE is a fantasy western. It has all the features of a fantasy kingdom: knights, wizards and dragons, but with western aesthetics: wide deserts, cowboy hats and revolvers.
- Everything that should exist in a fantasy or western setting should live somewhere in this world.
- The game is set in the final days before the apocalyptic fall of a decaying conservative society, but is also post-apocalyptic; before Myth, many other civilisations had fallen. Despite their structures and institutions falling apart, the people and the stories of these civilisations remain, and the same will be true of Myth. Relics of ancient technology can be found, particularly in the radden-savaged spires of Hubris, the steel ruins of Carcass or in the hands of wizards.

The Kingdom of Myth

- Myth is a civilisation falling apart under the expectations of it's own people. It is ruled by the ill-prepared Boy-King Rubain, after his father, Malavan, died at the Battle of the Violet Fields.
- Myth is served by two orders: the Errant Order, knights who defend Myth's people and institutions, and the Mystic Order, a cabal of wizards bent to order who serve the crown.
- The people of Myth love stories, and the kingdom has a strong oral tradition maintained by taleweavers. They also care deeply for honour, and adore their knights and tales of them.

Magic

- Magic comes from this world's two moons: Constance and Ezra. Songs sing of a third sorcerous moon, forgotten or hidden from sight.
- Elements, concepts and people have secret names in an ancient language called Old Tongue. Wizards invoke these names of power to compel the spirits, but are widely reviled as power-hungry and evil.
- When worshipped and sacrificed to, names of power gain demon-like sentience and become gods. Their servants are called godsmen, leading flocks of worshippers.

Prophecy and Doom

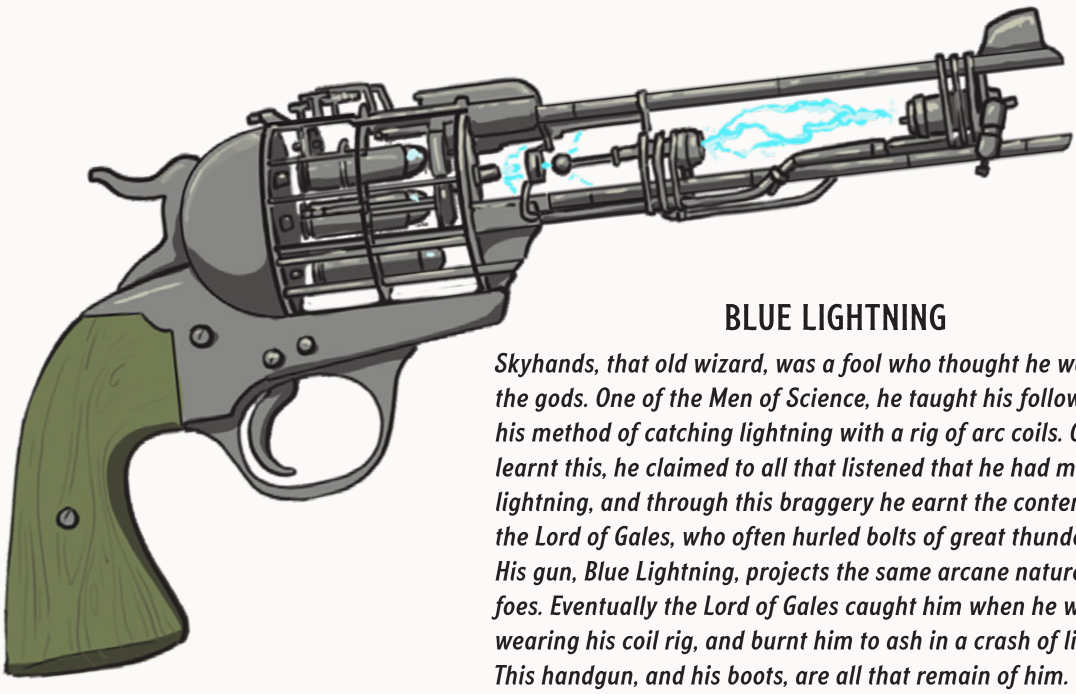
- Those who see the future are prophets. Their visions are immutable and inevitable. When people appear in prophecy, they earn a title, which is used alongside or instead of their name.
- The Barren's foremost prophet, the Oracle of Carcass, has foretold Myth's destruction. In the 'Doom of Myth', the city of Knightsholme will burn and Rubain will be the last king.
- The people of Myth now prepare for this Doom, many losing hope and offering no resistance, while others prepare to fight against it. Myth's enemies gather, awaiting and plotting this Doom.

The Geography of the Barren

- Myth is ruled from the Acropolis of Knightsholme, and has five duchies: the expansive Green ruled from Verdant, the lawless Pike's Reach ruled from Promise, the fae-forests of the Hart's Domain ruled from Crescent, the drake-infested Radden Hills ruled from Epitome and traitorous Wastelands ruled from Visage.
- West of Myth is the Cradle Range, a volcanic region home to the Crownless. Within the Duchy of Crescent is the Whispering Woods, ruled by the Witch of the Woods. North of Myth is the Frozen Fields, where the Northborn dwell.
- East of Myth is Hubris, the glassy ruins of the cities of Progress and Virtue, scarred from radden energies that choke the skies with poison ash. The sickly Black River borders the Kingdom of Myth.

The Cannibal Saint

- In a lawful trial of succession, the Cannibal Saint was bested by his brother, and Rubain's father, King Malavan the Younger. The Cannibal Saint fled west in self-imposed exile.
- He began to worship the Lord of Hunger, becoming the Cannibal Saint, and his cannibal legions overthrew the Duke of Visage and sparked a civil war.
- In the terrible Battle of the Violet Fields, the Saint was defeated, but not before he killed his brother King Malavan and devastated the two orders, before fleeing back to the now-conquered Visage.



BLUE LIGHTNING

Skyhands, that old wizard, was a fool who thought he was above the gods. One of the Men of Science, he taught his followers his method of catching lightning with a rig of arc coils. Once he learnt this, he claimed to all that listened that he had mastered lightning, and through this braggery he earnt the contempt of the Lord of Gales, who often hurled bolts of great thunder at him. His gun, Blue Lightning, projects the same arcane nature at his foes. Eventually the Lord of Gales caught him when he was not wearing his coil rig, and burnt him to ash in a crash of lightning. This handgun, and his boots, are all that remain of him.

Eighteen People of the Barren

Six People of Myth

1. Boy-King Rubain the Last (*Meek, Sickly, Principled*): your sovereign, little more than a child when his father, King Malavan, died at the Battle of the Violet Fields. His people see his illness as a sign of ill-suitedness to rule, even his mother does not trust him to make decisions for himself.
2. Queen Isoldaire the Barren Mother (*Beautiful, Caring, Patronising*): Malavan's widow, acting as regent for her son. Cursed by her family's enemies and said to be incapable of having more children. Too cautious, not willing to bend or break prophecy.
3. Sir Levir the Hammermight (*Ancient, Brooding, Fierce*): Lord Errant and first knight of the realm, a legendary hero of Myth. Injured at the Battle of the Violet Fields. Leads the Defenders, a violent faction who have resolved to die with their swords in their hands.
4. Cajahr the Stargazer (*Arrogant, Distant, Impersonal*): chief of the Mystic Order, mighty amongst the magi, wields the Ring of Stars. Unconcerned with mortal affairs, Cajahr stays locked in their tower until summoned.
5. Sulvan the Sunblind (*Passionate, Stern, Old*): a living saint and prophet of the Justicar, god of the peaks and the mountains. Holds the ear of the king, but is untrusted by the Queen-Mother.
6. Sir Dyst the Sable (*Advisor, Elegant, Scheming*): once the king's cupbearer and royal paramour, now advisor and (rumoured) beloved of the Queen-Mother. A better courtier than a soldier.

Six People Beyond Myth

7. The Cannibal Saint (*Ravenous, Power-Hungry, Blasphemous*): exiled kinslayer of the royal line. Living Saint of the Lord of Hunger. Will feast upon the cracked bones of Myth.
8. The Witch of the Woods (*Furious, Beautiful, Regal*): a thousand-year-old queen of the Whispering Woods and ancient foe of Myth. She wears the Ring of Thorns, but her heart, her physical heart, was stolen by Mosscloak, a Tower Wizard.
9. The Thronebreaker (*Principled, Wronged, Beloved*): this fallen knight was once known as Sir Alymur the Upright. Expelled from the Errant Order after refusing to tax her struggling homeland, she now rebels against the king.
10. Whitemaw (*Imperious, Impetuous, Sorcerous*): witch-queen of the Stormeyes, enemies of Myth who dwell in the Cradle Range. Intolerant of outsiders, particularly wizards. Holds ancient grudges from long-ago wars, but despises the Cannibal Saint even more.
11. The Ravenclaimed (*Conspiratorial, Deceptive, Glamoured*): a rogue wizard, draped in shadow and possessing incredible magic. He schemes to destroy Myth and pluck treasures from its ruins. He is a conspirator and a manipulator, the architect of the Doom.
12. The Tower Wizards: five rivals of the Mystics who dwell in the Wizard's Bluff. They quarrel amongst themselves and are split into three loose sub-factions: the Fellhanded and Waywarded, the Mosscloak and the Moonchild, and the Cogshaper.

Six People from the Tales

13. **The Lakebound:** patron of Myth, wife of its first king, Salizar. A fae sorceress lost to time, who supposedly lives beneath the Salt Sea. Obsessed with chivalry and virtue, she will bestow her relic six-shooter Ironwood upon those worthy of ruling Myth.
14. **The Ringsmith:** forged ten magic rings, each containing the soul of a god or powerful creature. She then conjured two new fingers on her left hand, and adorned them with two final rings. Her rings appear throughout history in the hands of powerful wizards.
15. **Prince Malbyn Talloak:** defeated the Great Drake and cast it under the Cradle Range with the help of the Ringsmith. Now he is cursed and trapped within the Whispering Woods.
16. **Sir Halamyr the Cloudtamer:** both a godsman and an Errant, he served the Stormlord. He wielded the blade Thunderer and the Ring of Storms and fought wars against the giants of the Cradle Range.
17. **The Man of End:** a Man of Science from Progress, who ruined their city to Hubris using the power of a radden forge. He either held the Ring of Truth or the Ring of Lies, depending on who you listen to.
18. **The Cinderer:** a tyrannical wizard who ruled Epitome from her tower, the Orange Keep, before it was part of Myth. She used the Ring of Fire to channel flame and life into the bodies of the dead, but was defeated by Sir Osil the Needler.



Player's Guide

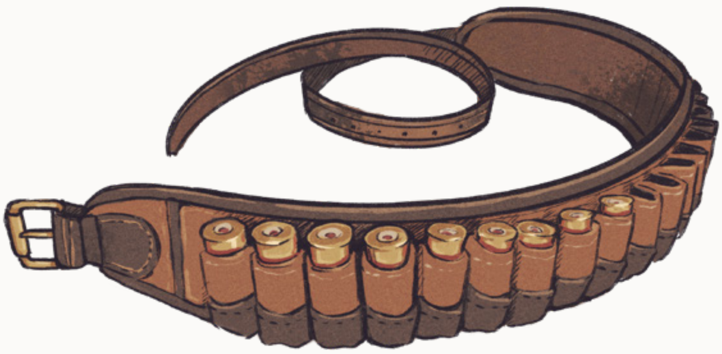
Before you start your first session, read this with your players, alternating readers each list.

Setting

- You play heroes of the Kingdom of Myth in service to the crown, in a group called the cadre.
- Prophecy is absolute. Once something is foreseen, it's certain.
- Myth is prophesied to fall. Now its doom is inevitable.
- Act with honour and chivalry to prevent its downfall.
- Fail gloriously, succumb to the Doom and be remembered in song.

Around The Table

- Ask sincere questions and answer honestly in kind.
- Respect the boundaries of other players when it comes to violence and romance.
- Take the GM's description of the world without suspicion, but be bold in seeking more detail.
- Widen the mythology of Barren by offering your own stories and interpretations.
- Give other players their moment in the spotlight.
- Avoid keeping secrets from other players. Be honest, even if your character wouldn't be.
- Don't let planning and discussion hold you back from action.
- Ask 'what might happen if I do this?'



Myth is prophesied to fall. Now its doom is inevitable.

In The Game

- Make connections between the character and the wider world.
- Find reasons for your character to move forward with others.
- There is no single correct solution to any threat.
- Try new approaches and be creative.
- Treat other characters as interesting people with their own goals and backgrounds.
- Talk when you can, but be ready to fight if you must.
- Fight when you can, but be willing to die if you must.
- Embrace the inevitability of your failure.
- Something going wrong doesn't mean your character is incompetent, rather, it's the colossal weight of prophecy acting against you.
- Play to find out what happens, even if you think you know.

Rules

- Your cadre of characters completes Quests to save Myth. Some quests are small, lasting a single session. Others take multiple sessions of play, known as Dooms.
- Each Quest has a series of Challenges, in which the players gather Showdown Tokens. Showdown Tokens are a measure of the advantages the cadre brings to the quest's final Showdown.
- Each Quest has Threat, measuring how dangerous the Quest is to defeat. More dangerous and longer Quests have a higher Threat and more Costs and Consequences You must be prepared to suffer to succeed.
- Characters have Reputations, which describe their skills and how the people of the Barren regard them. These Reputations change throughout play as a result of Challenges and Showdowns.
- In a Challenge, characters build a dice pool by looking at: their Reputations, equipment and willingness to take Risks. They pay a Cost if they partially succeed or fail. They earn Showdown Tokens if they succeed.
- In a climactic Showdown, a single member of the cadre faces down a Threat. They gain bonuses from their Showdown Tokens, and additional bonuses for Costs they negotiate with the GM.



Rules for the Game

The dice-based methodology for resolving conflicts in Myth.

Quests

EACH short session of adventure should be given a QUEST, either determined by the players or given to them by an NPC.

FOR EXAMPLE:

- DEFEND A VILLAGE from greedy roamers and bring them to the king's justice.
- BRING PEACE to a ghost that haunts an abandoned mine.
- DEFEAT A WIZARD, the Ravenclaimed, by challenging him to gunfight at the haunted mountaintop.

Every Quest has a THREAT: an obstacle preventing you from finishing it. Sometimes the Quest is to defeat the Threat.

A Quest can take a session or two to complete, filled with content and conflict. A DOOM is defeated by completing a series of three or four interlinked quests.

Quests have three steps:

1. SETUP: an expository scene, where we establish the Threat, the stakes of defeat and any obstacles preventing the cadre from defeating the threat. The setup provides options for what the cadre chooses to do next.
2. BUILD-UP: the cadre gathers knowledge, equipment and allies that will help them face the Threat. In this process, characters complete CHALLENGES to gain SHOWDOWN TOKENS. These challenges forms the bulk of the adventure, with tension building throughout this period towards the Showdown.
3. SHOWDOWN: draw guns at high noon and face the Threat. This involves physical, emotional or political stakes. If the Threat is defeated, it will be at a COST.



Types of Quest

There are four types of quest:

1. **WORLD QUESTS:** as the cadre travel the Barren, they find injustices and threats upon the citizenry of Myth. Think of these like side missions in a video game. If not dealt with, they have negative impacts on the citizens of Myth. World Quests don't stop the Kingdom of Myth's destruction. A World Quest takes one session to play.
2. **DOOM QUESTS:** there are six prophetic Dooms of the Kingdom of Myth. Each Doom forms a Threat that the cadre must defeat. Completing a Doom Quest provides a Doom Token that can be used in the Fall Quest. Each Doom Quest takes around three to six sessions to play.
3. **STEPWISE QUEST:** no Doom can be tackled directly, they are too great. The cadre must gather strength and degrade the doom, step by step. To tackle a Doom Quest, the cadre must complete a series of smaller Stepwise Quests. These Quests provide Showdown Tokens for the party to use in the Doom Quest. Each Stepwise Quest takes one session to play.
4. **THE FALL QUEST:** the goal of the Fall Quest is to stop the fall of the Kingdom of Myth. The Showdown here is a final confrontation of the campaign between the forces of Myth and the last Doom afflicting the Kingdom. The Fall Quest makes up the entire campaign of play.

A Fall Quest comprises a campaign of Myth, with Doom Quests acting as the build-up for the Fall Showdown, and smaller Stepwise Quests acting as build-up for a Doom Showdown.



Reputations

In Myth, the entire worth of a hero is their deeds, and with deeds come **REPUTATIONS**. Your Reputation is how you will be spoken of and remembered, for better or worse.

Characters within the cadre have Reputations, adjectives describing their standing amongst their allies, enemies and the general population of the Barren. Reputations govern how they sing of you in song, and how you are remembered when you are dead and gone.

Reputations are used in three ways mechanically:

1. If a Reputation is helpful in a **CHALLENGE**, you gain an extra dice and make it easier.
2. If a Reputation is unhelpful in a Challenge, you lose a dice and make it harder.
3. Reputations can also be changed, gained or removed at a **COST** in **SHOWDOWNS** as a character's position in both society and mythology changes.

Most characters start with three Reputations, which define how they solve problems and are treated in social situations. An Errant who is *Pious, Militant* and *Proud* will have a very different Myth campaign to one that is *Savvy, Dedicated* and *Skilled*.

While each of **INEVITABLE**'s six classes comes with suggestions for their Reputations, these are not exhaustive. Any adjective can be used as a Reputation, and is not restricted by class. Martial Mystics, heathen godsmen and sorcerous Errants all wander the halls of Myth.

Negative Reputations

Some Reputations aren't good. Some are spread by people who hate them, or began as rumours by a slanderous taleweaver, or earned in pyrrhic victories. Some might even be true.

Negative reputations can be used against you, causing you to lose a dice during a CHALLENGE.

During character creation, your third reputation is always given to you by your rival. Narratively, this might happen in a few ways:

- Your rival hates you because you exemplify the values of your class. They might hate an Errant for being *Brave*, a Mystic for being *Cunning*, or a Shadowjack for being *Subtle*. These things are true, and thus the reputation stands.
- Your rival hates you because you do not exemplify the values of your class. They might hate an Errant for not being *Brave*, a Mystic for not being *Cunning*, or a Shadowjack for not being *Subtle*. These things are true, and the characters' reputation would thus be *Cowardly*, *Slow* and *Unsubtle*.
- Your rival might have seeded a negative reputation for you, so that it seems you don't exemplify the values of your class. They might slander an Errant for not being *Brave*, a Mystic for not being *Cunning*, or a Shadowjacks for not being *Subtle*. These things may or may not be true, and the characters' reputation would thus be *Cowardly*, *Slow* and *Unsubtle*.

It might be easier to describe your characters as 'not' like the keyword. You might choose to describe a character who is 'not Pious' as *Godless*, 'not Militant' as *Pacifistic* and 'not Proud' as *Humble*, or just write 'Not {*Reputation*}' on their character sheet.

Negative Reputations can also be created as a Cost in a Showdown, representing reputational damage.

Shadowjacks have nothing but negative Reputations. They manage just fine.

Invoking Reputations

A REPUTATION can be invoked during a CHALLENGE to gain a D6. Each Reputation can only be invoked in a Challenge once per refresh.

Hindering

If a Reputation would be actively unhelpful during a Challenge, the GM might declare you lose a D6. Each Reputation can only be used to hinder a Challenge once per refresh.

NPCs and Reputations

NPCs also have Reputations, but these are more narrative than mechanical. They're mainly for the GM to know how to roleplay a character, or to show how the people of Myth think of them.

When meeting a new NPC, a player might ask the GM how they respond to the character's Reputations or actions based on one of their Reputations.

The GM might also assert how a new character reacts to one of the characters based on one of their character's Reputations.

> **REFRESH**
>
> *Reputations can be invoked and hindered 'once per refresh'. Once a Showdown is finished, the characters refresh and can use them again.*

Reputations as Conditions

Sometimes a character is wounded or damaged reputationally following a Challenge or Showdown.

If so, you can add a Reputation to them that could be used to Hinder them, removing a D6 from a relevant Challenge.

Some examples of this might be *Limping, Scarred, Burned, Injured, Outcast, Despised or Cursed*.

Typically, once Reputation gained in this way is invoked, it is removed permanently. Some of these Reputations might be permanent, but this has to be clear when the Cost is taken, and should provide a high bonus.

If your character is smart enough to wrangle these Reputations to get a bonus in a Challenge, let them do it. For example, they might use Injured to gain sympathy, or Scarred to threaten someone. As usual, they can only use reputations this way once per refresh.

All Just A Story

Not all Reputations are factually true. A character with a Reputation for bravery might actually be a coward. What people think of them, and what they think of themselves, is more important to our story. If this isn't true, this can form a compelling arc over time, as the character either conforms to or denies this reputation.

Showdown Tokens

SHOWDOWN TOKENS represent information, allies, assets or some other form of advantage that the cadre can use while facing down a THREAT during a SHOWDOWN.

Showdown Tokens are awarded when the cadre succeeds during a CHALLENGE. These tokens are awarded for the cadre to use against a specific Threat from an ongoing QUEST or DOOM.

Completing STEPWISE QUESTS awards Showdown Tokens for the Doom. We sometimes call these DOOM TOKENS.

Likewise, completing DOOM QUESTS awards Showdown Tokens for the FALL. We sometimes called these FALL TOKENS.

In addition to overcoming challenges, the GM can award Showdown Tokens for good planning, interesting roleplaying or good character work.



Threat

EVERY QUEST has a **THREAT**, the thing stopping you from completing it. It is represented with a number that shows how dangerous it is, ranging between 6 and 18. The higher the number, the more dangerous the Threat. **DOOM**-level Threats begin at 12, while less dangerous threats start at 7 or 8.

Threat is mainly used in the **SHOWDOWN**. When you enter the Showdown, the higher the Threat number, the higher you will need to score for a success.

A Threat number can be increased with **CONSEQUENCES** and **COSTS**.

Low Threat enemies can be overcome with a single Showdown at low or no Cost, whereas Doom-level Threats have towering Costs and take an entire campaign's worth of Quests to gather enough Showdown Tokens.

There are no hard and fast rules for deciding what threat something should have.

- The roamer fool named No-Wit, with a dozen lackeys roaming the countryside. They look tough, but will flee before any foe with guts: **THREAT 6**
- The Moonchild, a young wizard and a shapechanger to boot. Obsessed with curing his lycanthropy, he plots to steal some moonlight from his rival's tower. He will kill to get it, but only if he needs to: **THREAT 8**
- That same roamer, No-Wit, later on in a quest. His boys now have a dozen of the finest firetubes and have settled on robbing the Duke's vault. They were all talk, but now they're hungry for coin: **THREAT 10**
- The Great Drake, a mighty dragon, older than the mountain range it is trapped beneath. Bound beneath mountain and wizard-forged chain, it hungers for escape. Should its escape from captivity, cities will burn: **THREAT 12**
- Sir Levir the Hammermight, hero of the realm, armed with his handcannon 'Might of Kings'. Sir Eli the Martyr, who he loved like a son, has died at your hand. He'll put a bullet in you himself, oaths to the king be damned. He was a man. He's now just a vessel for rage: **THREAT 14**
- The Great Drake, later on in a quest. This beast, older than mountains, has broken free of its chains. Its teeth are lances. Bullets glance from its hide like droplets of rain. Fire streams from its mouth and cities burn. An army could not stand in its path: **THREAT 16**

If a threat ever exceeds 18, the final days of the Doom begin and the cadre should prepare for the final confrontation. We enter the **ENDGAME**.

> *The higher the Threat when you enter the Showdown, the higher you will need to score for a success.*

Scenes in a Quest

The Setup

The Setup is a scene-setting encounter where the cadre arrives at a location, learn about the THREAT and its implications to the safety of Myth.

Setups are usually social encounters. In a Setup, the cadre should see a few avenues of how to defeat the Threat, seed encounters for the build-up and provide next steps for QUEST.

The Build-Up

The build-up is a series of scenes and encounters for the cadre to interact with. These might be:

- INFORMATION: find intel about the Threat, helping the cadre defeat it.
- ALLIES: find friends who will help the cadre defeat the Threat.
- FACEOFF: there are enemies between you and the Threat. Defeating them will help the cadre face the Threat.
- JOURNEY: the location of the Threat may be distant or hidden, this will help the cadre find it.

Build-up scenes and encounters usually have a CHALLENGE, allowing the cadre to earn SHOWDOWN TOKENS. A failure in one of these Challenges could increase the Threat as the situation worsens or come with another type of COST.

Social Quests

Not every scene or encounter needs a Challenge roll. In a social scene, where no dice are rolled, add any Showdown Tokens and Threat against any relevant Quests depending on the content and tone of the conversation.

> EXAMPLE: the characters spend an evening feasting at court, and Levir broods in the corner. Mari the Balladeer approaches him, and in a long roleplaying conversation, convinces him to join the feast. The GM could have made this a Challenge, but the roleplaying was interesting and good by himself. As Levir drinks, smiles and opens up the party, the GM awards them a Showdown Token for the Warlord's DOOM.

Refresh

Many rules, reputations and abilities can be used 'once per refresh'. Once a Showdown is finished, the characters refresh and can use these abilities again.

Some rules reference 'once per Doom refresh'. These abilities can only be used again after a showdown from a Doom Quest is finished.



Challenges

NOT every clash of swords or wits is a SHOWDOWN. When a character attempts to do something difficult, with a risk if you get it wrong, it's time to roll a CHALLENGE. A Challenge might be combat, an argument or debate, or some other kind of mental, emotional or physical ordeal.

To roll a Challenge, establish the CONSEQUENCE, build a dice pool, roll and check the results. Let's take a closer look at each step.

Consequences

What do you stand to lose if you fail?

If a Challenge is completed as part of a QUEST, a natural Consequence might be the Threat from that Quest increasing. For a standard Challenge, D3 Stepwise Quest or 1 Doom Quest Threat might be applicable.

Consequences don't have to look like this, but anything is possible. Appropriate Consequences could be physical or Reputational injuries, losing the support of an ally or gaining the ire of an enemy or increasing the Threat for an appropriate Quest.

The GM and the player agree on Consequences together, until they settle on something interesting and appropriate. If you can't think of an interesting and appropriate Consequence, then it might not be a challenge.

Any of the options from Costs will work, but Consequences are less severe than Costs from a full-blown Showdown.

CHALLENGES

Roll your pool, taking the highest result. If your pool has zero d6, roll 2d6 and choose the lower.

1-3	4-5	6
Suffer A Consequence	Suffer A Consequence	Suffer no Consequence
Fail at your task	Accomplish your task and gain a Showdown Token	Accomplish your task and gain a Showdown Token

Build a Dice Pool

The GM and the player undertaking the challenge should run down the following list to assemble a dice pool:

- Gain D6 if you have a Reputation that will help you in this situation. You can only use each of your Reputations once per refresh.
- Gain D6 if you have a piece of equipment that will help you in this situation.
- Gain D6 if you put yourself in danger to succeed. If you fail, this Quest's Threat increases by 1.
- Gain D6 if an ally puts themself in danger to help you. If you fail, they will suffer a Consequence alongside you.
- Lose D6 if you are hindered by a Reputation. A Reputation can only affect you this way once per session.
- Lose D6 if this task is unusually dangerous or challenging.
- Lose D6 if you face this challenge alone, away from your cadre.

If, by the end of the dice pool building process, you have no dice, roll 2D6 and take the lowest result.

Roll and Check the Results

Roll the dice and take the highest result.

- If you roll 1-3, you fail your task and suffer a Consequence.
- If you roll 4-5, you accomplish your task and gain a Showdown Token, but you falter and suffer a Consequence.
- If you roll 6, you brush all danger aside, accomplish your task and gain a Showdown Token.

The Showdown

A Showdown is when the cadre faces their foe with weapons or words.The GM should describe the foe and the threat they pose to Myth. One of the players is then chosen by the group to lead the Showdown.

During a Showdown, a single character confronts the Threat, one-on-one. The player and the GM negotiate a Cost, and then the player rolls to see the results of the Showdown. To win a Showdown, roll higher than the threshold for success. The success threshold is equal to the Threat, minus the number of Showdown Tokens the cadre have gathered.

Before rolling, the GM and the player negotiate a Cost, detailing what the player is prepared to lose while facing this Threat. The Cost grants a bonus between +1 and +5, depending on the scale of the Cost.

Note that there are no bonuses for a character's Reputations, skills or equipment. These are not in question during a Showdown.

The Showdown Roll

To make a Showdown roll, roll D6 and add the bonus from their Cost and compare the result to the success threshold:

- Result is less than threshold: **Failure.**
    - The character suffers the Cost and fails. The cadre must either retreat from the Showdown and lose, or double down and attempt a second Showdown roll. Is this foe too mighty for our heroes to face?
- Result is between the threshold and Threat number: **Success at a Cost.**
    - The character suffers the Cost but succeeds, defeating the Threat and completing the Quest. Myth is saved, but at what cost?
- Result is greater than the Threat number: **Success.**
    - The character succeeds without suffering the Cost, defeating the Threat and completing the Quest. They will write songs about you.

Note: Rolling a 1 always results in a failure.

The Second Showdown

After failure, the cadre can choose to attempt a second Showdown. A second Showdown works like the first, except for the following changes:

- Any one character in the cadre can participate. The same character doesn't have to.
- The character retains all their Showdown Tokens.
- The character gains a new Showdown Token.
- The character doesn't gain any benefit from the first Showdown's Cost, and must offer a new Cost to gain bonuses in the Showdown.

SHOWDOWNS

Calculate Target = Threat – Showdown Tokens

Roll D6+bonus from Cost

Result less than Target	Result between Target and Threat	Result more than Threat
Suffer the Cost		Pay no Cost
Gain +1 Showdown Token, choose new Costs. Try again.	Defeat the Threat. Save Myth. For now...	



The Cost

THREATS are defeated at a Cost. A Cost can grant up between +1 to +5 on the Showdown Roll. The greater the Cost the greater the bonus.

When creating Costs, consider the emotions and story beats of the build-up, and let the prophecy of the Doom loom large during the negotiations. The bigger it feels emotionally, the bigger the bonus should be

A Cost could be any of the following:

- Death.
- An Errant takes a bullet to the forehead in single glorious combat with a wizard and passes into the tales.
- A taleweaver succumbs to their wounds after being trampled by a drake.
- Injury, likely generating a Condition as a Reputation, either temporarily or permanent, as in **Reputations as Conditions (page 13)**.
- A roamer earns a lasting wound representing the conflict in the form of a menacing scar. They gain the Reputation *'Scarred'*.
- A shadowjack gets stabbed in a saloon fight with one of the Beasts of the Green. They gain the Reputation *'Wounded'*.
- Loss of a Reputation, or the gaining of a negative Reputation.
- A taleweaver is nearly defeated while duelling Sir Rangvold the Decrepid, suffering a blow to their confidence. They gain the Reputation *'Crestfallen'*.
- A roamer is betrayed by one of their allies in a battle against the Thronebreaker. They lose the Reputation *'Connected'*.
- Death or injury of the cadre's allies.
- An Errant's squire is slain.
- The Duchess of Epitome falls to her death from her castle's balcony.
- Loss of a tool, ability or weapon belonging to the character.
- While fighting a powerful cinderbeast, an Errant's sword is melted by the demon's blood.
- As their allies defeat a foe with treacherous methods, a taleweaver's favourite tale is proved false or slanderous.
- Damage to the character's status, honour or standing.
- A Mystic is expelled from their order for tampering in black magic used to defeat a rival wizard.
- Seeing them challenged and nearly defeated by a foe, a godsman's flock begin to question their divinity.
- Destruction of a location important to the character.
- As it rampages across the Cradle Range, a shrine to a godsman's deity is destroyed by the Great Drake.
- A roamer's gang is put to the sword by the Defenders in retaliation for their actions.
- The loss of a patron or ally.
- Dyst the Sable collapses at court, murdered by the Ravenclaimed.
- Finally swayed by the Hammermight's arguments, Siffa the Grey joins the Defenders.
- Elsewhere in Myth, a Doom advances, adding Threat Tokens.
- News arrives in Myth that the Thronebreaker has hung a taxkeeper in Crescent town square.
- Smoke is seen on the skyline as the Border Forts burn.

In any instance where a character's life or value is on the line, offer them the following compromise: *'You will survive this battle and defeat your foe, but Myth will fall.'*

Remember, Costs are specific to the situation, the threat and the characters.

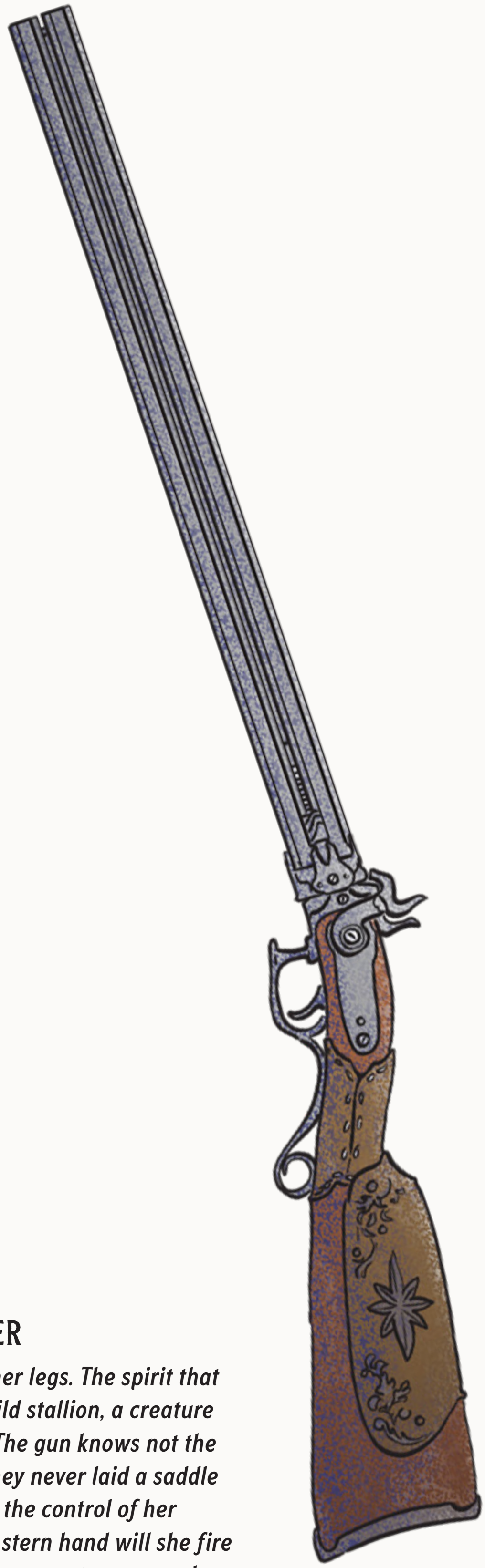
Agreeing to stab someone in the back might provide a healthy bonus as a Cost for an Errant who is prepared to act dishonourably to win, but this is expected behaviour for a shadowjack, and likely won't give any bonus at all.

Offering a minor Reputational change while in a gunfight with a lowly roamer you're brawling with in the street will earn you a bonus, but it won't do as much if you're fighting the Thronebreaker at high noon while Crescent burns. You'll need to offer something bigger if you want to put a dent in her.

Simple Examples

When facing Rangvold the Decrepid in a battle, the Cost might be the death of a platoon of soldiers, whereas to defeat the Cannibal Saint himself in battle, you might get the same bonus for the destruction of the Border Forts and all the soldiers, knights and wizards within.

When trying to convince a lesser knight to abandon their allegiance to the Defenders, the Cost might be drawing the ire of Levir the Hammermight. If you attempt to turn his favoured companion Eli the Martyr to your cause, the Cost might be that Levir will seek you out and fight you directly.



LANDLOPER

They call her Landloper. Long are her legs. The spirit that lives within this gun was once a wild stallion, a creature of the prairie, lord among beasts. The gun knows not the will of man. She does not kneel. They never laid a saddle on the Landloper. She bucks under the control of her wielder. Only with love, care and a stern hand will she fire straight and true. There is no oat or sugar to assuage her, but when she is finally tamed, she will fire the fastest bullet in the land.

Full Quest Example

During the Tower Wizards Doom, the cadre are attempting to kill the Moonchild, one of the Tower Wizards who is obsessed with curing his lycanthropy. They have brought a company of soldiers and a cannon from the Brookfort to assault the wizard's tower, leading their small company into the Wizard's Bluff. The Threat begins at 7 and they have no Showdown Tokens.

In the first Challenge, the cadre's taleweaver, Mari the Young Balladeer, wants to get the cannon in a good position above the Moonchild's tower. The Consequence here is the Threat of the Quest increasing, as the Moonchild notices their movement near his tower.

Mari's player and the GM runs down the list for a challenge:



- Mari has a useful Reputation here, she is *Craven*. Normally this is a negative Reputation, but everyone at the table agreed being Craven would mean she's good at skulking around. She gains a dice.
- Mari doesn't have any useful equipment, her windchimes and handcannon 'Truth' won't help here. While her dusty cloak might help if she was sneaking around by herself, it's not going to stop the company of soldiers making noise. No effect.
- The task isn't unusually dangerous or challenging. There is a danger here: they are in wizard country (otherwise it wouldn't be a Challenge at all). However, the Moonchild hasn't even noticed them yet and they aren't under attack. If the Fellhanded was taking potshots at them with a magnified rifle from atop his tower, it might be unusually dangerous, but that isn't the case here. No effect.
- None of Mari's other Reputations (*Duplicitous* and *Knowledgeable*) will provide a penalty. No effect.
- The whole cadre is here, so Mari isn't facing the challenge alone. No effect.

That leaves Mari on a single D6. Mari's player, Kayla, looks for how to improve the situation. She has a proposal for the GM!

Instead of moving quietly, they're going to move fast! Kayla makes up a song that Mari might know, about a knight called Sir Ringaire the August who besieged a wizard's tower with a cannon in the early days of Myth.

She strikes a tune on her handchimes (gaining her a dice for equipment-use) and sings the rousing song to the soldiers to get them to move faster. She can't use *Craven* to get her a dice any more, she's not sneaking, so she swaps in *Knowledgeable*, relying on Mari's knowledge of the tales and of Sir Ringaire.

In addition, making this racket with her handchimes and singing is putting the party in danger, which gains her a D6 too. The bad news is that the Moonchild is more likely to hear them, and the Threat will increase an additional point if she fails.

With 3 dice now, rather than 1, Mari rolls a 6! The Threat doesn't increase at all, and the cadre instead gains a Showdown Token.

In the remaining Challenges, the Moonlark tries to scry the castle using her telescope to look for weaknesses, and they begin the bombardment, wrecking the Moonchild's tower. He is drawn into battle.

The cadre's Errant, Sir Darrien the Amber-hearted, takes lead in the Showdown. The cadre earned 4 Showdown Tokens from their Challenges. The Threat started at 7, and after they failed two Challenges the Threat is now 9.

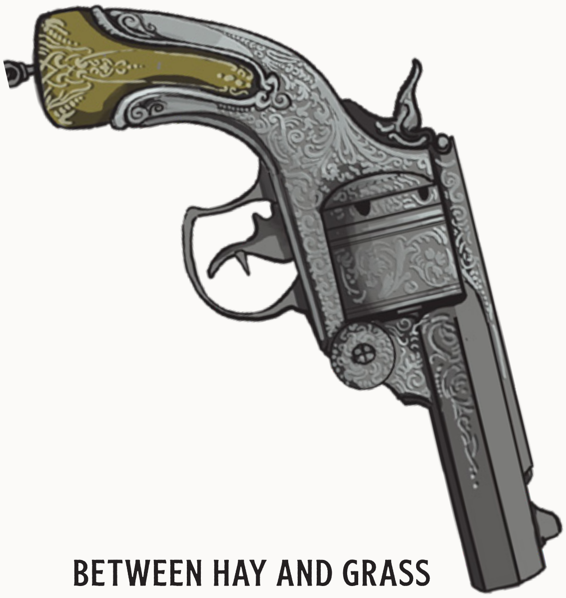
Before negotiating any Costs with the GM, Sir Darrien needs to roll a 5-8 for a success at a Cost, and a 9+ for a full success. Sir Darrien is in a good position.

The GM proposes the first Cost: during the battle, their cannon is destroyed, for a Cost of 3. Darrien's player, Nick, doesn't want the cannon destroyed. The cadre needs it to deal with the other wizards and plus, it took a lot of work to drag it all the way here! He rejects the Cost but proposes his own: Sir Darrien is injured in the battle while killing the Moonchild. The GM proposes a temporary reputation of *'Scarred'*, but this isn't that interesting or debilitating: only a Cost of 1. Nick needs more than a +1, this would mean he would fail the Showdown on a 1-3.

Looking for something more interesting and potent, Nick suggests that Darrien might contract the Moonchild's lycanthropy. Everyone loves this: an interesting story and juicy complications at court. The GM offers a cost bonus of +4. Nick accepts, and it's time to make the Showdown roll.

Nick rolls a 3, adds a +4 from the Cost, scoring a total of 7: a success at a Cost. Darrien will defeat the Moonchild but contract lycanthropy in the process.

The GM and Nick work together to narrate an epic fight between Darrien and the Moonchild, with the Moonchild managing to bite and infect Darrien before he is killed by Darrien's magic sword, Anderlight.



BETWEEN HAY AND GRASS

A weapon used more for ceremony than combat, Between Hay and Grass is held by the royal family, and used to signal the Crownlands of the ending of the summer and the beginning of the harvest. When the gun is fired by the king, the sounds ripples from the steps of the palace to be heard for leagues around.

Last year, the king called the last harvest. This year the crops have been planted, but it is known by all that they will never be harvested. Myth will fall before the seasons turn again. Between Hay and Grass is now just another gun, best placed into the hands of a great hero, so that there is a chance that Myth's time might not be cut so short.

Endgame

When the Threat of one of the Dooms passes above 18, we enter the Endgame. If this goes badly, it could prove the climax of the Fall Quest and the final events of the campaign.

This will be some kind of epic event, likely a battle of some fashion, where the cadre leads the forces of Myth against their enemies. Preferably, this occurs on the Violet Fields outside Myth, or within Knightsholme itself.

An Endgame is resolved as a series of three or more successive Showdowns, each with their own Costs and their own roll. If any of these checks fail, you must take the roll again and keep rolling until Myth falls or you reach three successes.

Any Costs offered that are even close to providing victory should be cataclysmic in scale. Make the bodies pile high.

Due to the huge Threat in place and the biggest bonus you can earn from a Cost being 5+, it is impossible to score above the Threat in a Showdown roll. Even if the cadre have gathered a fearsome number of Showdown Tokens, the most they can roll is an 11 (5 for costs, plus a 6 on a D6), and the threshold for a full success will be at least 18. The party must embrace Costs to save Myth, and understand a partial success is the only way to defeat these Dooms.

If the king is slain, Myth is captured or destroyed or all of the characters die, then the cadre lose, Myth falls and the campaign ends.

The campaigns ends, but the world doesn't. Spend some time around the table thinking about what will survive in the ashes of Myth, and how society will continue. The legends of the cadre and their conduct will shape the world, even if they do not live to see it.

Surviving the Endgame

If the characters survive an Endgame, reduce the Threat of all other Dooms by 2 and give the party a session of aftercare to decompress. It is highly likely characters will die, use this session to introduce them to the story and give the cadre some downtime before sending them after the next Doom.

Let's look at two example Endgames, one that ends in a defeat and another that ends in a victory.

Example Failed Endgames

- Sir Eli the Martyr was tasked with slaying the Great Drake, but has failed and released it upon the Barren, destroying a nearby volcano and melting the castle of Crow's Perch to slag. The cadre gathered weapons to resist it, looting an ancient cannon from the ruin of a Floating Castle. Sir Parin the Hagiolate of the cadre earned the Drakespear while duelling Scalebreaker.
- The cadre begins the Endgame: As the Great Drake is seen in the skies over Myth, the cadre load and fire their ancient cannon at it, with Martiene Longgrass leading the showdown. The Cost is that the Drake will be enraged and attempt to destroy the canon, attacking them directly rather than Myth. The cadre succeeds at a Cost: the cannon fires, hitting the Drake and wounding its wings. It falls from the sky and crawls toward the cadre. The party needs two more Endgame successes to survive.
- The party continues the Endgame. The cadre attempts to defend the cannon, and fires it again at the Drake. The Cost is that the Drake will reach the cannon, destroying it and killing Martiene, who is again leading the Showdown. The cadre fails this Endgame roll. The cannon cannot be reloaded before the Drake reaches it, and Martiene Longgrass is slain.
- A half-dozen Errants and their squires gather upon horseback to charge the Drake before it reaches Myth. This Showdown is led by Sir Parin the Hagiolate with her Drakespear. The Cost is that they will die, and the Drakespear will be lost. The Endgame roll is a failure, the knights, including Sir Parin, are burnt to a crisp and are slain. Then, the Drake reaches Myth.
- Demise, a cadre member and godsman of the Loam, raises the dead from the Row of Tombs to assault the Drake before it reaches Knightsholme, where the king cowers. The cost is that Demise swore she would respect the dead and never raise them from their rest. If she survives, she will be expelled from Myth for dark magic and heresy, having violated royal burial grounds. The party succeeds the Endgame roll with a Cost. The dead rise in their funeral arms and pierce the Drake's hide with many spears. With no flesh to burn, their bones smoulder and crack. Demise weeps on the holy ground, removed from play and awaiting her exile should Myth survive. The cadre needs one more Endgame success to survive.
- Sir Artoum the Throneguard, the last active cadre member, stands alone between King Rubain and the Great Drake. He coats the Thunderer, his holy sword, with lightning and prepares to die. The Cost is that the Thunderer, ancient relic of the Stormlord, will melt in the dragon's blood. The Endgame roll is a failure. The Throneguard dies, blade in hand, along with his king. Myth burns.
- The cadre received two successes, and nearly made it, but failed at the final hurdle. With the cadre all dead or out of action, the campaign is lost and Myth is destroyed.

Example Successful Endgames

- The cadre have defeated the Tower Wizards and handed the portal-creating Horizon device over to Myth's chief wizard, the Stargazer. However, in her arrogance the Stargazer has opened a portal to the Pits of Letha and unleashed a horde of demonic Cinderbeasts in her tower, the Obelisk.
- It's time for the Endgame. Demons swarm into the throne room, attempting to slay King Rubain. Led by the cadre and Sir Darrien the Amberhearted, the Knights-Errant gather to defend him. The Cost is that many of the knights are slain: Sir Siffa, Sir Levir and Sir Eli are slain. The Endgame roll is a success at a Cost: The king survives, but his followers do not. The cadre needs two more Endgame successes to survive.
- Trollfast the Blooded of the cadre and the surviving Mystics attempt to summon a null-magic Ritual of Transposition, proposed by the Arcanist. It will destroy the demonic portal but teleport the Obelisk back to its original location past the Wastelands. A runestone will need to be placed beneath the Obelisk. The Cost is that preparing the ritual in five minutes, rather than the necessary six months, will require impossible strain on the casters. If it is cast, all magic is ripped from every mage within a half mile of the ritual. The Endgame roll is a success at a Cost: the ritual is ready, and the runestone can be placed to transport the tower, but the wizards of the Mystic Order have had their magic ripped from their minds. The cadre needs one more Endgame success to survive.
- Sir Kallax the Younger of the cadre attempts to climb the steps of the Obelisk to seal the portal. The Cost is his certain death. The Endgame roll is a failure: He assaults the tower, reaches the final steps, but is slain by a titanic demon.
- Baregum is a godsman of the Many-Toothed Mason and one of the cadre. The Many-Toothed Mason has been demanding she join his angelic host as a Herald. As a Cost, she allows herself to be consumed and assails the tower in angelic form. Becoming a Herald, she is pledged to serve in the Mason's court for eternity. The Endgame roll is a success at a Cost: her body and the Obelisk are destroyed in a hail of cogs and blood, but in her wake, the rest of the cadre place the runestone beneath the portal.
- Myth and the king survive, but the Mystic and Errant Orders are heavily depleted, the Obelisk (with its relics and knowledge) lost, two cadre members die and Knightsholme shattered by Baregum's divinity. How will they next survive remaining Dooms that assail Myth?

Defeating A Doom

WHILE the destruction of Myth is unstoppable, individual Dooms can be stopped. If the cadre has a number of Showdown Tokens greater than a third of a Doom's Threat, they can attempt to defeat it.

To defeat a Doom, the cadre must voluntarily enter an Endgame in a climactic attempt to destroy it. This will likely require a battle, debate or duel, often further away from Myth than a normal Endgame.

The rules for this work exactly the same as normal endgames, a dramatic series of three successful Showdowns are required. If the cadre wins, the Doom is destroyed. If they lose, the cadre is forced to retreat, increasing the Threat of that Doom by 2 and all other Dooms by 1.



Extra Techs

HERE are some optional rules you can add to your game for a bit more spice:

- Add personal prophecies for the characters, allowing for them to dictate the end of their characters' stories with Defeat and Survival options.
- Provide some character progression at the expense of worsening Myth's Doom with The Legend Grows option.
- Introduce oaths or personal codes of honour your characters can choose to break for short term benefit but long-term penalty with Lines.

Defeat

In INEVITABLE, Myth is prophesied to be destroyed. If players wish, they can opt into a personal prophecy about their death or failure of their character, known as a defeat.

Every member of the cadre may declare their defeat at any time. This defeat is their weakness, the thing that will eventually cause their death and set their fate in stone. They can choose one from the following lists or create their own. They may choose to add specific narrative detail or not. Your defeat might be as specific as 'The Ravenclaimed will pluck my heart from my chest and eat it like a fresh peach' or might be as vague as 'pride'.

If they do so outside of a Challenge, they may choose an additional Reputation relating to the defeat.

If they do so during a Challenge, they may add their defeat as a Cost and receive an appropriate bonus for setting their fate in stone.

Once their defeat is foretold, it is inevitable and comes to pass.

Sample Defeats

NOBLE					
Duty		Love		Trust	
Faith			Honour		
I Will Be Shot in the Back as I Flee a Battle					

IGNOBLE					
Indulgence		Pride		Rage	
Fear			Foolishness		
I Shall Die Alone in the Desert					

PHYSICAL					
Fire		Beast		Battle	
War			Sorcery		
The Hammermight's Blow Will Crush My Skull					

EXAMPLE: Moonlark declares she will find and destroy the Ring of Fate, and reclaim humanity's fate for itself. Her defeat is pride and she gains the Reputation *'Questing'*.

EXAMPLE: Enraged by the death of his mentor, Sir Kathryn, Sir Darrien sees that he will die in a duel with Sir Rangvid. His defeat is rage and he gains the Reputation *'Wrathful'*.

> Once their defeat is foretold, it is inevitable and comes to pass.

Survival

Instead of choosing a defeat, characters can declare that they will survive the Doom.

Survival can be declared in the same way as a defeat and grants the same effects. However, if it gives a Reputation it won't be a good one. The Mythborn do not look kindly on those who scurry away from the Doom.

On the bright side, the character cannot die during the rest of the campaign.

Example: Mari the Balladeer is a known coward. She wants to tell the story of the Doom of Myth, not die defending it. She chooses survival and gains the Reputation *'Selfish'*.

The Legend Grows

Characters in INEVITABLE are already at their peak when the campaign begins. The legend of your mighty heroes can increase, but for a price.

Your character gains a new Reputation or Ability, but the Threat on a relevant Doom grows by 2. This should probably be an Ability they could take during character creation, but if something else makes sense then let the character take it.

Example: Mari the Balladeer sings a song about her own dishonour in the Sword and Staff. She gains the Reputation *'Honest'* but it angers Levir, and Threat on the Warlord's Doom grows by 2.

Example: Kallax the Younger shoots down a rebellious firebrand on the steps of Willow Hall in a duel. He gains the ability *'Deadshot'*, but the Thronebreaker rallies more supporters to her cause and the Threat on her Doom grows by 2.

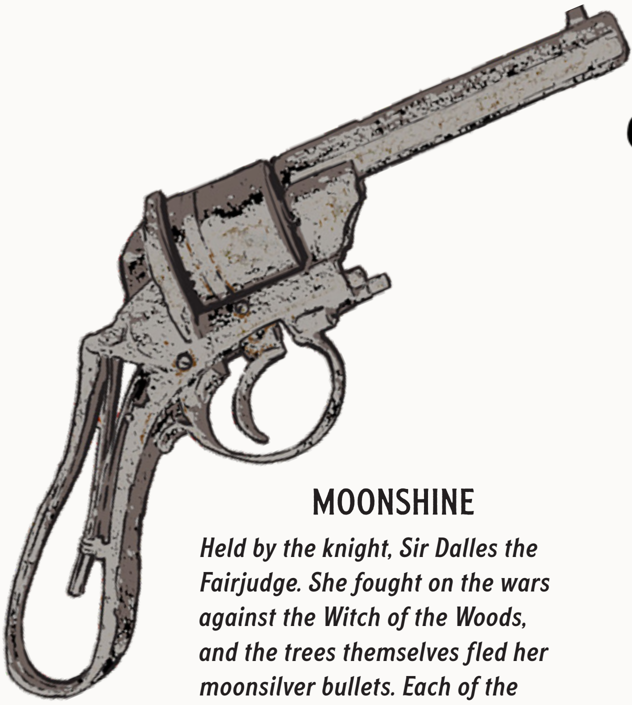
The Line

During character creation, every character establishes a line they will not cross under any circumstances, that they will be tempted to cross.

The GM should offer the players Costs that disrupt their line.

The character may cross their line in a Showdown to automatically defeat any Threat without rolling. This only gives a single success in an Endgame.

The character will survive but their values will have been compromised. The character's worth diminished in the eyes of both the Mythborn and their enemies. Any Costs they take will benefit them 2 less when making a Showdown in the future.



MOONSHINE

Held by the knight, Sir Dalles the Fairjudge. She fought on the wars against the Witch of the Woods, and the trees themselves fled her moonsilver bullets. Each of the two-chambered revolver shots are made of a strange metal tinted with moonlight. Each barrel cannot fire until its respective moon can see it. Sir Dalles was tricked by the Fellhanded into fighting him during a storm that the moons fled from. The dark wizard killed her and wore her revolver as a trophy for a while.



Characters and Classes

Oh hero of Myth! Consider and contend with your worth as a defender of your ancient, sacred kingdom. It is for you to decide how you shall be remembered in song and story! Will you die, failing to save Myth, or survive its fall and be branded a coward?

This chapter gives you everything you need to make a character. First, it tells you about the six available classes, so you can work out which of these archetypes you want to play. Then it gives advice and processes on how to make a character, before running through each of the six classes in detail. Finally, a list of names, titles and reputations is included for inspiration, or should you wish to randomly generate a character.

Meet the Classes

INEVITABLE has six classes, and every character falls into one of these archetypes.

Play the Errant if you wish to:

- Act with the authority of the king.
- Ask what it means to be honourable.
- Fight with unsurpassed skill, both with sword and gun.

Play the Mystic if you wish to:

- Covet and possess obscure lore and the secrets of the world.
- Be untrusted by those who fear your reality shaping magic.
- Manufacture your own relic handgun and wield its fearsome power.

Play the Godsman if you wish to:

- Choose (or create) your own god and impact those who follow them.
- Build relationships with the otherworldly.
- Fashion miracles and command your flock.

Play the Taleweaver if you wish to:

- Shape the reputations of your fellow characters.
- Remember and spin tales, legends and songs, at court, in the saloon or around campfires.
- Inspire and deceive your friends and foes.

Play the Roamer if you wish to:

- Know the wide deserts better than anyone else.
- Earn the trust or contempt of the common folk.
- Be a goddamn cowboy with a horse and a gun.

Play the Shadowjack if you wish to:

- Solve your problems with a well-placed word (or knife).
- Ask what it means to be dishonourable.
- Be a scoundrel and a ruffian, not a hero.

Making a Character

To make an INEVITABLE character, pick a class, choose a background, and then pick Contacts, Rivals, and Allies. Then, choose a deed, your equipment, and three Reputations. Finally, review your abilities and then pick your relationship with the destruction of your society.

If you're lucky enough to have a magic gun, go generate one using the tables in **Guns of the Barren (page 72)** if you need inspiration. If your character has a horse, generate one from the **Horses of the Barren (page 78)**. If you need a name, title, and reputation, find a big list to choose or roll from **(pages 64–66)**.

Tips and Tricks on Making a Character

It might feel like making an INEVITABLE character requires a lot of knowledge to do 'correctly' but it shouldn't.

Players and GMs should feel empowered to create as much or as little as they want during character creation. Some players might create large amounts, fashioning new characters within and without Myth to use as their Contacts or Rivals, or crafting bespoke tales of their great Deeds.

Some players might feel less comfortable doing large amounts of work in character creation, or feel like they lack the context to make 'good' choices while they don't know much about the setting or game.

Feel free to leave information about characters unknown until it comes up in play. You might decide to only create the Contacts, Rivals, Deeds or Reputations when they become relevant. When you meet the Outcast upon the dusty steppes of the Grey Flats, the cadre's roamer could declare them their rival. When you face a drake in a Challenge, the cadre's roamer might declare themselves a famed beast-slayer. When they come across a roamer-king at a river crossing, a Mystic might declare they are Lightning-Handed before facing them in a duel.

You might even choose a specific deed or contact, but decide to work out the details of it later.

The only thing your character really needs is a name, class and a title, which you can generate randomly using the following tables. This also works if you're trying to make characters quickly!

Importantly, the pick lists within each class are largely suggestions. If you want your Errant to be famous for something not in the pick list, or to be friends with the Hammermight rather than the Stargazer, this is absolutely allowed if it makes sense.

If you need inspiration for open-ended prompts from Deeds consider the following tips:

- There is a full list of Errants and Mystics loyal to Myth in **The Cast At Court (page 197)**.
- There is a list of potential Gods in the **godsman (page 44)** section.
- There are lists of roamers, dragons, wizards and freeblades in **Friends, Foes and Monsters (page 213)**, as well as piles of monsters.
- There are a bunch of sample magic handgun prompts in **Guns of the Barren (page 74)**.
- There is info on other potential magic items in **Artefacts (page 241)**.

That said, the only thing that really matters when making an INEVITABLE character is that the vibes are right and the players are excited about playing them. You should be trying to nail the vibes and themes, rather than the facts.

This is not a game where 'canon' should have any sanctity. Get your wizards, knights and cowboys rootin' and tootin' around this fantasy kingdom as soon as possible, without feeling a need to check the wiki about if it makes perfect sense or not.



TITLES AND HOW TO MAKE THEM

While the rank-and-file people of the Barren just use a name, the great heroes and villains of myths and songs have titles, awarded to them by taleweavers and prophets. If you're playing a game of INEVITABLE, your character is one of these heroes (or villains!).

People's titles relate to their traits, deeds or characteristics. Remember, because of prophecy their title might relate to something they haven't done yet.

- *No one in the Barren has a surname.*
- *Most characters will simply be styled [Name] the [Title], but there are some class-specific naming conventions:*
  - *Errants are called Sir [Name] the [Title]. All knights, regardless of gender, use the honorific 'Sir'.*
  - *Mystics and godsmen are referred to by their Title. Create a name in secret, and only reveal it to your closest companions.*
  - *Some roamers, shadowjacks and taleweavers are instead styled [Title] [Name]. This styling is vogue amongst the commonborn but is considered transgressive and gauche at court.*



Errant

Knights of the king. Valorous, mighty and peerless in honour. They have defended the realm for thousands of years.

Time to make a choice. Are you:

- **An ageing knight:** Why has your squire not joined you on this quest?
- **Newly anointed:** Through what deeds did you earn your spurs?
- **A rebellious squire:** What covenant did you breach to join this cadre?

By what title do the people of the Barren know you? Pick a title.

Contacts

Pick a ally with whom you served:

- Your squire
- Your retired teacher
- A trusted companion in battle
- Or someone else?

Which of the following calls you a friend or ally? Which other calls you a rival or enemy?

- **King Rubain the Last** (*Meek, Sickly, Principled*): your sovereign, little more than a child when his father, King Malavan, died at the Battle of the Violet Fields. Overmothered and ill-prepared for kingship. Said to be cursed by his enemies, and becomes faint and lightheaded when subjected to stress.
- **The Powderer** (*Talented, Canny, Unkempt*): an artificer wizard in royal employ, who crafts guns and bullets for the Errant Order. She is a talented wizard but a poor sage, caring only for her narrow field. If a Mystic dies, she is rumoured to be next in line for a tower.
- **Sir Levir the Hammermight** (*Ancient, Brooding, Fierce*): first knight and Lord-Errant, a legendary hero of Myth. Injured at the Battle of the Violet Fields. Leads the Defenders, a violent faction who have resolved to die with their swords in their hands.
- **Sir Kervold the Trollblooded** (*Huge, Bearded, Brutish*): a seven-foot knight rumoured to be fathered by a troll. A brutal fighter, but also a drunkard and a womaniser. His mother was Malavan's cousin, rendering him a viable successor to Rubain. The Ravenclaimed may goad or geas him into killing the king.
- **The Bloodlifter** (*Martial, Impetous, Short-Tempered*): a battlemage and hymnmaker who fought with the Errant Order before the formation of the Mystic Order. He only knows how to communicate his grief for Myth with violence and anger, and is a stern ally of Levir. He wields a legendary long-rifle named Instrument, as well as an Mythic blade, a gift from the king for his long service. He uses both with skill despite his centuries of age.
- **Sir Rangvid the Decrepid** (*Smiling, Toothless, Insincere*): a fallen knight in service to the Cannibal Saint as a herald and messenger. He has conquered Creek, one of the Border Forts, and currently is holding court there. He rides a maggot-infested nag and wields a handcannon named Shard, which fires splinters of human bone as bullets.

Deeds

Choose a deed. You famously:

- **Bested a Drake at Riddles:** You defeated Rezintherali in a contest of wits. Why did you choose to speak with the beast when you could have slain it?
- **Defended the Border Forts:** You battled the Endless Hordes of the Cannibal Saint for years. What trophy do you carry from your victories and defeats?
- **Battled a Demon:** You killed the fearsome Cinderbeast named Ratakine. What scars do you, your weapons or armour wear from its acid blood?
- **Captured a Roamer King:** You brought Staunch Rollus, leader of the Tombstone Gang, to the king's justice. Do other roamers and outlaws fear or respect you?
- **Earned The Favour Of A Falcon:** You aided Confonse, a speaking-bird of the Tower of Falcons, on a noble quest to save a village. Do you owe her a favour, or does she owe you?
- **Survived a Wizard's Magic:** You faced the Silversmitten in a gunfight on the streets of Verdant. Did you shoot first, or did you take a bullet to the chest and keep going?

Were you at the Battle of the Violet Fields? If not, where were you when King Malavan died?

Equipment

Your sign of office is a **sword of Mythic steel** that drinks the blood of demons. There are less than two hundred in existence, and each weapon was forged in anticipation of its eventual user, designed entirely to your specifications two centuries before you were born. How was your sword made for you?

Choose your armour:

- a **suit of chainmail** that sits on or under your normal clothes.
- a **suit of platemail**, clanking and impervious, fashioned by a the Singer of Steel.

Choose your weapon, and describe why and how you made it your own:

- A **runecarved revolver** from the Powderer, issued a name, number and 3d12 bullets. See **Guns of the Barren, (page 74)** for random tables on making a gun.
- An **unusual weapon** (such as an axe, a halberd or a crossbow).

Choose your clothing:

- **Royal garb**, with billowing cloaks of lilac and crimson, plus a shield bearing the king's crest.
- **Travellers' leathers** and a dusty cloak, with a hood or hat.

Reputations

You are known by three Reputations, defined by your relationships with your deeds, friends and enemies. They will impact how you interact with the world, and also the stories and legends that people will tell about you.

You will be remembered for the following:

- A Reputation you earned during a great deed.
- A Reputation that reflects the reason your contact holds you in such high regard.
- A Reputation that reflects the reason your rival holds you in such low regard.

Choose or roll Reputations from the examples, from the **Reputation list (page 66)**, or make them up:

- Brave
- Mighty
- Valiant
- Respected
- Honourable
- Pious

Abilities

The Errant gets three abilities: Servant of the King, and also two from the list of Errant abilities or general abilities, or a combination of both.

Servant of the King

You act with the authority of the crown, and when you speak your name and allegiance all those of Myth should obey you.

Once per Doom refresh, invoke the name of Myth and your status as an Errant and use a Reputation of Myth as if it were your own:

- Mighty
- Honest
- Noble
- Just
- Fair
- Ancient

As an agent of the crown, use Servant of the King to demand assistance using the King's Writ. You might request a sword, a horse, an armed militia, or something else. If they are unwilling, they may take the form of a Challenge. Repeated abuse of this power will earn the ire of Sir Levir the Hammermight.

Oathsworn Knight

Many legends of the noble Errants of Myth involve a knight swearing an oath to complete a daunting or impossible task. You are one such knight.

Swear an oath to complete a noble and epic Quest, perhaps related to a Doom. While working to complete this Quest, you may use this oath as a Reputation. When you complete the Quest, you can add a new Reputation to your character.

Indomitable

You are difficult to kill. Once per Doom refresh, lessen the impact of a Cost or Consequence relating to your physical well-being. If you were due to die, you become injured. If you were due to become injured, you survive with only scratches and bruises.

Knight of Many Colours

Knights are famously broad in skill and capability.

When you take this ability, take an ability from any other class, including starting abilities.

THE DOOM

The Doom is coming. Choose one of the five stages of grief to define your character's relationship with the destruction of their society:

- *Denial*
- *Bargaining*
- *Anger*
- *Depression*
- *Acceptance*

NOTE: This can change! Let the GM and cadre know if your relationship with Doom changes.



Mystic

The wizards of storied Myth. Arcanists of book-learning, who bend their words into spells. All folk fear the power of wizards, and you demand that same respect.

Time to make a choice. Are you:

- A STORIED WIZARD: What legends do the apprentices whisper of your power?
- AN APPRENTICE: Does your mentor approve of this quest?
- A ROAD MAGE: What brought you to the halls of Myth?

By what title do the people of the Barren know you? Pick a title.

Contacts

Pick a Mystic with whom you learnt your trade:

- Your apprentice
- Your master
- A fellow researcher
- Or someone else?

Which of the following calls you a friend or ally? Which other calls you a rival or enemy?

- THE STARGAZER (*Glassy-Eyed, Arcane, Legendary*): Chief of the Mystics, a mighty wizard unconcerned with mortal affairs. Obsessed with stargazing and portent-making, he seeks knowledge of other worlds.
- BRANCHPIERCED (*Wizardly, Ancient, Overgrown*): Lover and advisor of the Witch of the Woods, famous within the tales for his wisdom and wit. A tree grows out of and through his torso, a curse from his distant youth when fae queens competed for his attention.
- SIR SIFFA THE GREY (*Elderly, Crafty, Skilled*): A crusader and beast slayer of renown. A keen loremaster and student of Myth's history, she is knowledgeable of the tales. For years, she has sought to avert the Doom by seeking relics of its past.
- FALONMI (*Old, Grumpy, Sagacious*): Current chief archivist of the royal archives, this sagacious scholar is a favourite confidant of the Mystics, despite not being a mage himself. Dislikes visitors, especially knights, and may refuse service without a royal command.
- BRIGHTMOON (*Greenhorned, Inquisitive, Rude*): An apprentice of the Stargazer with the gift of prophecy. Wielding the names of starlight and gravity, she is a wise and capable companion of Sir Eli the Matyr on his quest to defeat the Great Drake.
- THE MOONCHILD (*Young, Quiet, Bestial*): A fugitive of Myth and 'lycan' shapechanger who takes the shape of a great wolf. Lacking the ruthlessness of his fellow wizards, but obsessed with undoing his curse.

Deeds

Choose a deed. You famously:

- **Discovered a New Name of Power:** You found a Name of Power thought forgotten in the guts of the Candleman's Haunt. What is it?
- **Gunned Down a Wizard:** You engaged in a three day gunfight with the Pittance on a ruined bridge over the Great River. Were you the better gunfighter, or is your weapon of superior craft?
- **Ventured to Hubris:** You ventured to the ruined, raddened city of Hubris, cursed with irradiation. What did you hope to find here, and were you successful?
- **Aided A Stag:** You aided one of the Moongorged Stags, Katis-Mait, on her impossible quest to woo the nightfall. Did you convince her her quest was folly, or do you help her seduce a moment?
- **Accepted by the Owls:** The haughty Parliament of Owls welcomed you into their company. What mystery of thought or philosophy did you teach the wisest creatures in all the land?
- **Met a Living Saint:** You studied with the Keeper of Scrolls, the Living Saint of the Wandbearer, patron god of wizards. Did you share words, trade barbs or battle?

Were you at the Battle of the Violet Fields? If not, where were you when King Malavan died?

Equipment

You possess an **IMPLEMENT** that you use to channel your magic. Answer the following questions:

- Is it a **WAND, STAFF** or **SOMETHING ELSE?**
- What **ELEMENTS OF ITS CONSTRUCTION** grant it magical properties?
- Did you **MAKE IT YOURSELF** or find it somewhere else?

Choose your weapon, and describe why and how you made it your own:

- A **RUNECARVED REVOLVER** of your own construction and 3D12 bullets. See **Guns of the Barren, (page 74)** for random tables on making a gun.
- An **UNUSUAL WEAPON** (such as a dagger, a sword or a staff).

Choose your magic tool:

- A **BOOK**, detailing knowledge of your spells and other arcane information.
- A **BAG** containing many small items of use in rituals and spells. What's the most valuable thing in here?

Choose your clothing:

- **Wizard's robes**, moonhued with thread of silver and gold.
- A **DUSTBITTEN CLOAK** and a pair of good boots.

Reputations

You are known by three Reputations, defined by your relationships with your deeds, friends and enemies. They will impact how you interact with the world, and also the stories and legends that people will tell about you.

You will be remembered for the following:

- A Reputation you earned during a great deed.
- A Reputation that reflects the reason your contact holds you in such high regard.
- A Reputation that reflects the reason your rival holds you in such low regard.

Choose or roll Reputations from the examples, from the **Reputation list (page 66)**, or make them up:

- Wise
- Sagely
- Hearty
- Virtuous
- Cunning
- Perceptive

Abilities

A Mystic gets three abilities: Arcane Power, and two from the list of Mystic abilities or general abilities, or a combination of both.

Arcane Power

You are a wizard and know Names of Power that can be used to cast magic. Choose three Names of Power that you know. Either create your own, or pick some from **Hundred Names that Wizards Know (or Seek) (page 76)**.

By speaking these Names, you can control that element and concepts related to it. By invoking the name of Fire, you might ignite, extinguish or control fire. By invoking the name of Death, you might cause people to die, slow the passing of someone who is dying, or wake the dead. By invoking the name of Authority, all those who hear your voice know you speak true and follow your commands.

You might combine words together. Were you to speak both Authority and Death then the dead might obey your commands. Were you to speak both Fire and Death then you could kill your enemies with fire or set fire in the hearts of the dead.

But there are rules. You are one of the Mystics and must obey their restrictions. Familiarise yourself with **The Laws of the Mystics (page 77)**, and understand there is forbidden magic that even you do not command.

For more about how magic works in a Challenge or Showdown, see **Magic (page 76)**.

Unspeakable Power

You know dark magics outside of that practised in Myth. Choose one of **The Laws of the Mystics (page 77)** to defy when you cast magic.

You might use this ability to alter time, draw power from something that isn't the moon, raise the dead or do something even worse.

Mageshape

You possess the power to transform your humble mortal body into an unusual shape, perhaps you become a bird, a living shadow or appear as a different person. It's time to make some choices.

You transform into something:

- Mundane
- Monstrous
- Arcane

The thing you transform into is (choose up to 3):

- Aquatic
- Fast
- Flying
- Nimble
- Huge
- Inconspicuous
- Insubstantial
- Gelatinous
- Powerful
- Small
- Terrifying
- Vicious

And finally:

- The transformation damages you physically.
- You can only transform once per week.
- Your transformation is not immediate, and requires an hour-long ritual.

Loremaster

The secrets of magic and nature not known to you are few and far between.

Use this ability to ask the GM a question about the world. If your character might know the answer, the GM must tell you. If your character doesn't know the answer, the GM must reveal where you could find the info, or the identity of anyone else who could know it.

THE DOOM

The Doom is coming. Choose one of the five stages of grief to define your character's relationship with the destruction of their society:

- *Denial*
- *Bargaining*
- *Anger*
- *Depression*
- *Acceptance*

NOTE: This can change! Let the GM and cadre know if your relationship with Doom changes.



Godsman

You follow a god and lead the faithful. You are not a simple priest or a follower, but a godsman, imbued with divine purpose and wielding great miracles.

Time to make a choice. As a worshipper of your god, are you:

- **Beloved in Myth:** When you meet a new hero of Myth, you can declare they follow your god. If it makes sense, they do.
- **Despised in Myth:** What did your god do to be despised? Why do these people choose to tolerate you despite this?
- **Forgotten in Myth:** Why did your god fall from favour? What bygone secrets do you know?

By what title do the people of the Barren know you? Pick a title.

Gods of the Barren

You follow a god. Either choose one from the **list of twelve (page 44)**, or invent your own.

To create a God, make the following choices:

- Choose a title and two **Names Wizards Know (page 76)** as domains.
- Who might fellow this eldritch being? Are its followers great in number, or few and powerful?
- Consider what motivates this being, and what it will compel you to do as its servant. Perhaps converting worshippers, destroying its rivals or gathering power.
- Perhaps invent 2 or 3 tenets of your faith, in the form of traditions, rituals and commandments.

MAKING A GOD (EXAMPLE)

Let's take a look at how a god is made. Huw has made a Godsman, Devan the Hagiolater. Huw believes that Devan follows an old god that has lost favour in Myth over the centuries. They take a look at the Names of Power table (page 76) and rolls up two random names to use as the domain for their god: Rain and Hope.

This is an interesting combination, so Huw remembers that gods in INEVITABLE are often about concepts or moments, and decides that this deity represents the hope of rain after a dry year in the desert, or more generally of a desire to escape from a perilous situation. They name their god The Falling.

The GM tells Huw that there is another ancient god of Myth interested in weather, the Stormlord, whose domain was valour and gales. Huw decides to position the Falling as a sibling god to the Stormlord, part of the same pantheon and as its softer companion, hoping for the storm not fearing it.

Huw reasons that following of the Falling has grown in the wake of the Doom, as people pray for relief from final days of Myth.

Gods of Myth

- **The Justicar:** God of the peaks and the dawn, beloved by Sulvan the Sunblind and the Knights of Myth.
- **The Shadowkeeper:** God of secrets and the dusk, beloved by Strandmon the Councilor and the people of Myth.
- **The Stormlord:** God of valour and gales, beloved in Myth in centuries past and remembered in song.
- **The Loam:** God of memory and graveyards, beloved by the Gravetender and mourners of the Myth.
- **The Many-Toothed-Mason:** God of mechanisms and ingenuity, beloved by artificers and craftsmen.
- **The Spout:** God of rivers and time, beloved by those who drink of the King's River.

Gods Beyond Myth

- **The Lord of Hunger:** God of gluttony and despair, beloved by the Cannibal Saint and the Endless Horde.
- **The Beast:** God of violence and darkness, beloved by the Beasts of the Green.
- **The Slatespear:** God of mountains and the wind, beloved by Whitemaw and the Stormeyes.
- **The Lady of the Slain:** God of corpses and battlefields, beloved by Northlanders.
- **The Wand-Bearer:** God of ritual and knowledge, beloved by wizards and those seeking to escape mortality.
- **The Spindrift:** God of deserts and weather, beloved by roamers and wanderers.

> **CREATING CONTACTS**
>
> ***If you don't want to tell the GM now, wait until a character is introduced during play and suggest to the GM they might be a follower of your faith.***

Contacts

Tell us three great folk within the court of Myth (or beyond) who follow your god. How did you earn their devotion?

Which of the following calls you a friend or ally? Which other calls you a rival or enemy?

- **Sulvan the Sunblind** (*Passionate, Stern, Old*): A living saint and Godsman of the Justicar, god of the peaks and the mountains. Holds the ear of the king, but is untrusted by the Queen-Mother. His eyes were burnt out decades ago performing a miracle, and they are covered by a blindfold. He was a prophet, but lost this ability with his eyes.
- **Strandmon the Councillor** (*Sagacious, Inquisitive, Patient*): Follower of the Shadowkeeper, god of secrets and the dusk. A skilled courtier and advisor to the Queen-Mother and Sir Dyst. Runs a soup kitchen in Myth that feeds refugees.
- **Whitemaw** (*Imperious, Impetuous, Sorcerous*): Wise old witch with pale fangs. Intolerant of outsiders, particularly wizards. Remembers ancient wars with the Mythborn, but despises the Cannibal Saint even more.
- **Sir Rywe the Bonethrower** (*Strong, Noble, Superstitious*): A fortune teller and knight of unsurpassed skill, who feuds with Sir Levir. Guards the Mythic Door, and speaks to all those who enter and leave Knightholme. They seek a valiant death before the Doom. They guard the doors of Knightsholme from outsiders.
- **Gravetender** (*Quiet, Unsociable, Blind*): Follower of the Loam, god of dead and dying, and warden of the Row of Tombs. Has an eidetic memory, and remembers every corpse from her century of service.
- **The Arcanist** (*Young, Devoted, Sociable*): Youngest Mystic and teacher of the apprentices. A vocal sceptic of gods and faith, believing they are little more than demons, and has secretly attempted to bind and kill dozens of gods. He plots to interrogate and kill the three prominent godsmen of Myth in the final days of the Doom, as a route to capturing their deities.

Deeds

Choose a deed. You famously:

- **Brought Your Faith to Myth:** Before you, your god was not known or beloved in Myth. How has the court of Myth reacted to your proselytization?
- **Negotiated Peace:** There was a moment where the Stormeyes nearly declared war against Myth, but you persuaded them otherwise. Did you negotiate with threats, appeasements or reason?
- **Lead your Flock into Battle:** You lead your followers into battle against the Saintslayer, an atheist who believes gods were little more than demons. Did you lead from the front, or inspire your flock to fight on your behalf?
- **Resurrected a Follower from the Dead:** One of your flock, Erica the Faithful, died from a sickness and you raised her from the dead. Did the court of Myth view your magic with horror or with amazement?
- **Exiled a Cinderbeast from the World:** You saved the city of Crescent from Wykusz, a demonic cinderbeast. Did you kill it in combat, or banish it from the world with a miracle?
- **Slew a Living Saint:** You killed Arthaur the Totembearer, Saint of the Spout. They claimed the King's River was sacrilege and tried to destroy it. How did you vanquish them?

Were you at the Battle of the Violet Fields? If not, where were you when King Malavan died?

Equipment

You possess a **RELIC**, a holy symbol that you use to channel your holy magic. It's a sign of authority, gifted to you under divine circumstances. What is it and how did it come into your possession?

Choose your weapon, and describe why and how you made it your own:

- A **SAINTED IRON**, a double-barrelled shotgun that fires shot made of the teeth of your flock.
- An **UNUSUAL WEAPON** (such as a mace, a sword or a staff).

Choose the trappings of your faith:

- Either the **HOLY BOOK** of your faith, containing rituals you know and notes from your cryptic dreams.
- a **SUIT OF ARMOUR** that shields you from the blows of heretics.

Choose your clothing:

- **RELIGIOUS GARB** of fine cloth, in the bright and holy colours of your faith.
- An **OLD COAT** and a big hat.

Reputations

You are known by three Reputations, defined by your relationships with your deeds, friends and enemies. They will impact how you interact with the world, and also the stories and legends that people will tell about you.

You will be remembered for the following:

- A Reputation you earned during a great deed.
- A Reputation that reflects the reason your contact holds you in such high regard.
- A Reputation that reflects the reason your rival holds you in such low regard.

Choose or roll Reputations from the examples, from the **Reputation list (page 66)**, or make them up:

- Pious
- Patient
- Thoughtful
- Generous
- Sagacious
- Indomitable

Abilities

A Godsman gets three abilities: **Covenant**, and two from the list of godsman abilities or general abilities, or a combination of both.

Covenant

You use the power of your faith to compel a portion of your god's magic as if it was your own. You possess two Names of Power associated with your god that can be used to cast spells in accordance with the Laws of the Mystics.

Choose two Names of Power that you know that relate to your god and its domains. Either create your own, or pick some from **Hundred Names that Wizards Know (or Seek) (page 76)**.

By speaking these Names, you can control that element and concepts related to it. By invoking the name of Fire, you might ignite, extinguish or control fire. By invoking the name of Death, you might cause people to die, slow the passing of someone who is dying, or wake the dead. By invoking the name of Authority, all those who hear your voice know you speak true and follow your commands. You might combine words together. Were you to speak both Authority and Death then the dead might obey your commands. Were you to speak both Fire and Death then you could kill your enemies with fire or set fire in the hearts of the dead.

For more about how magic works in a Challenge or Showdown, see **Magic (page 76)**.

- If your god is Beloved in Myth, you must obey the restrictions of the Mystics. Familiarise yourself with **The Laws of the Mystics (page 77)**, and understand there is forbidden magic that even you do not command.
- If your god is Despised in Myth or Forgotten in Myth, you may disobey these restrictions.

Your god presents you with occasional boons and demands, communicated inscrutably. Choose how your god speaks to you:

- Studying the scripture of your holy book.
- Unpleasant nightmares involving death and suffering.
- The ravings of worshippers driven to madness.
- Strange weather, with patterns drawn on the sky.
- Objects found in the stomachs of sacrificed creatures.
- Shapes and lines in the sand, left by the wind in the morning.

Commune

You know secret ways to communicate clearly and directly with your divine master, allowing you to circumvent communication by portent and scripture. When you commune, you may speak to your god and they will answer. Their demands will be clear, but their advice might still be cryptic.

This ritual takes a few hours to complete, along with a requirement. It allows you to briefly speak to your god, and for them to speak back.

Choose one to describe the ritual:

- Cacophonous
- Dangerous
- Demanding
- Expensive
- Illegal
- Unsettling

Choose a requirement:

- A holy relic
- A holy site
- A specific and unusual resource
- A flock to join you
- Sacrifice

The ritual takes a few days, not a few hours.

Flock

You have earned the adoration of a flock of followers. One member of this flock follows you wherever you are, and the rest at a holy site.

From the following list, choose two that represent who they are, and two that represents who they are not:

- Connected
- Numerous
- Rational
- Respected
- Wealthy
- Violent

Once per Doom Refresh, you can use one of these descriptors as a Reputation, as the weight of your cult impacts the story.

Miracle

The tales are filled with Godsmen whose wishes are granted by their gods.

Once per Doom refresh, you can beseech your god for a miracle. They will assist any way they can, but they will demand a Cost that must be paid. Gods do not haggle.

Example: The Tomewarden wishes to defeat his rival in a duel: Thadeus the Prescient, a Living Saint of the Wandbearer. Thadeus is a much more powerful fighter, so the Tomewarden fears for his life, and begs the Many-Toothed-Mason, god of artifice, to jam Thadeus' gun. The Many-Toothed-Mason is happy to help, but he demands a price: the Tomewarden's own gun will stop working after the next shot he fires. The Tomewarden accepts.

THE DOOM

The Doom is coming. Choose one of the five stages of grief to define your character's relationship with the destruction of their society:

- *Denial*
- *Bargaining*
- *Anger*
- *Depression*
- *Acceptance*

NOTE: This can change! Let the GM and cadre know if your relationship with Doom changes.



Taleweaver

How would the great tales of heroes and villains be remembered if not for the presence of a Taleweaver? Some even turn out to be mighty heroes themselves.

Time to make a choice. Are you:

- **A fresh-faced bard:** Which fellow cadre member do you hope to enshrine in song?
- **A mighty skald:** What deeds do you hope to forge for yourself?
- **A famed balladeer:** Which of your famous tales is your favourite?

By what title do the people of the Barren know you? Pick a title.

Contacts

Which hero of Myth have you enshrined in song? Are they happy with your telling of the story?

Which of the following calls you a friend or ally? Which other calls you a rival or enemy?

- **Diedre** (*Subdued, Famous, Picky*): A redeemed Roamer-Queen who found glory in the service of King Calbert. Past the days where she held a sword on her hip, she now runs the Sword and Staff, a famous drinking spot. Would sooner tell a tale than hear it, and quickly decides which of the cadres who serve the king that she likes and dislikes.
- **Karnloth the Wineblooded** (*Joyful, Huge, Distasteful*): A warrior poet from the Frozen Fields, red of beard and nearly as broad as he is tall. Carousing his way around the capital on a 'writing sabbatical,' he befriends knights and hunts stories worthy of song. Nemesis of Diedre. Hoping to return to his homeland with an epic tale of the fall of Myth.
- **Strideshanks Brandon** (*Ageing, Knowledgeable, Twinkly-Eyed*): A famous taleweaver, who speaks the many secret tongues of birds. He lives in Crescent, and is a friend to the Chorus of Songbirds. Looking to find one last story before he retires.
- **Sir Eli the Martyr** (*Dashing, Gracious, Skilled*): A hero of the Myth and storied knight, despite his young age. Said to be foremost of the order in matters of chivalry and combat. Unmatched with his silver spear. Plans to save Myth, no matter the cost to his life and honour.
- **Jenbling** (*Crow, Silent, Cunning*): A talking crow with human intelligence, youngest godling of the Murder of Crows. Jenbling is a spy, allied with the Stormeye clan, but it is unknown whether he is ensorcelled by Whitemaw, or a willing co-conspirator.
- **Rerinztherali** (*Rusty, Talkative, Hungry*): A friendly dragon who likes trading stories, gossip and tales. He dwells in the hot springs in the foothills of the Cradle Range quizzing passers-by. He is a rumour merchant and somewhat of a taleweaver, who adores conversing with all those who pass in and out of the Cradle Range.

Deeds

Choose a deed. You famously:

- **Taught an Animal to Speak:** You taught a free and noble horse, Parrus of the Wideplains, to speak the mortal tongue. What insight into life did they teach you?
- **Outwitted a Giant:** In the Cradle Range, mountains walk. One was named Horrik and he rampaged across the Stag's Demesne. How did you convince him to rest so trees could grow on his flanks?
- **Sung a River to Sleep:** You told the Grey River a story so long and sad that it stopped flowing for a week. Which tragedy of Myth's history did you share with it?
- **Tricked a Knight into Breaking a Vow:** Sir Andar the Maimer is a knight obsessed with faith and religion, bound by many oaths. Which sacred oath did you trick her into breaking with your guile?
- **Started an Infamous Scandal:** It was a long night in the Sword and Staff, with Sir Katherine the Tall, Sir Halston the Oak and the Powderer. Things got out of hand. Did you snuff out the rumours or spread them?
- **Convinced a Wizard to Reveal a Secret:** The Outcast truly loves stories, and you tricked him into spilling a secret of the Mystic Order. Which of the four other Mystics did he secretly hate?

Were you at the Battle of the Violet Fields? If not, where were you when King Malavan died?

Equipment

Choose another member of the cadre or one of your contacts to immortalise in song. How was the song you told different to the truth? People speak of your story and ask to hear it wherever you go.

You can use this story as equipment in a Challenge. Any new stories you make famous during the campaign can also be used this way.

Choose a weapon from your tales and describe how you chose such a thing:

- A **relic** from the legends that you tell (a ring, a gun, a cloak).
- An **unusual weapon** (such as an axe, a dagger, or a rapier).

Choose your bard's tools:

- A **musical instrument** (such as a banjo, an accordion, or a harmonica).
- **Charcoal and vellum** for transcribing your songs.

Choose your clothing:

- The **latest fashions** of the duchies however they may appear.
- A **tight-fitting coat** and a neat hat, with a bright neckerchief.

Reputations

You are known by three Reputations:

- A Reputation you earned during a great deed.
- A Reputation that reflects the reason your contact holds you in such high regard.
- A Reputation that reflects the reason your rival holds you in such low regard.

Choose or roll Reputations from the examples, from the **Reputation list (page 66)**, or make them up:

- Quick-Witted
- Knowledgeable
- Charming
- Audacious
- Friendly
- Outspoken

Abilities

Taleweaves get three abilities: Enshrined in Song, and two from the list of Taleweaver abilities or general abilities, or a combination of both.

Enshrined in Song

As a Taleweaver, you can change minds with your stories.

With access to a crowd of non-hostile civilians you can do the following:

- A New Tale: Once per Doom refresh, write a tale of one of your cadre members and grant them a new Reputation of your choice.
- A Tale Retold: Once per refresh, switch a cadre member's Reputation for a new one. Tell us how you spin the tale.

Moral Support

Your rousing songs and advisory fables can help out your cadre, and aid them when they face challenges.

Once per refresh, give a cadre member a D6 during a Challenge.

Every Story Ever Sung

When you meet a new monster or character, you know of any tales and stories told of them in the canon of the Barren. This includes the three stories from a monster's description and the Reputations of any NPCs.

Most players will know, or be able to intuit, these Reputations. You know all of them.

And They Shall Live On

You have joined the cadre to tell the tale of one of the members. You will be the creator of their legend.

Choose a cadre member.

- If you are there to witness it, any Costs they offer count as one more.
- If they die heroically, they immediately pass into legend and you immediately gain an additional Reputation.

Hope they don't die before you get a good song!

THE DOOM

The Doom is coming. Choose one of the five stages of grief to define your character's relationship with the destruction of their society:

- *Denial*
- *Bargaining*
- *Anger*
- *Depression*
- *Acceptance*

NOTE: This can change! Let the GM and cadre know if your relationship with Doom changes.



Roamer

Bandits and rangers of the wilds. While all are criminals, the foremost amongst them are obsessed with theatrics and showmanship, hoping to earn a spot in the tales. The court of Myth considers them avaricious, craven criminals, but some are lauded for their heroism and wit, especially ones who offer themsleves in service to the king for pay or glory.

Time to make a choice. What brings a dusty traveller to the royal court?

- **Duty:** What oath have you sworn?
- **Coin:** Who within Myth, perhaps one of the cadre members, has bought your loyalty?
- **Fortune:** What deeds do you plan to commit?

By what title do the people of the Barren know you? Pick a title.

Contacts

You gained your fortunes in the wastelands. Tell us of the roamer gang you were (or are) a member of.

What were they called?

- The Green Gun Band
- The Coffinpickers
- The Gossamer Ghosts
- The Poachers
- Rotand's Posse
- The Untamed

What were they famous for?

- **Robbing the Royal Armouries:** You breached the vault of the Royal Armoury beneath Knightsholme.
- **Held a Wizard at Gunpoint:** You stole a wizard's spellbook and sold it on the black market.
- **Killing a False Knight:** You killed Antvoss the Drear, one of the followers of the Cannibal Saint.
- **Torching a Town:** The village of Redrun refused to pay a tithe to your gang, so you burnt it to the ground.
- **Hunting a Stag:** While working for Mosscloak, one of the Tower Wizards, you shot and killed a moongorged stag, Ratuk-Cild.
- **Evaded a Knight:** The great Sir Porlaine the Ember swore to take the band to justice, and captures your leader. The rest of you escaped.

Which of the following calls you a friend or ally? Which other calls you a rival or enemy?

- SCALEBREAKER (*Joyful, Brave, Mighty*): Son of Whitemaw, wielder of the Drakespear. Finest warrior in the Cradle Range. Adores fighting challenges against those deemed worthy. Will fight to first blood against honourable and well regarded foes.
- LEAFWIND (*Driven, Violent, Solemn*): A storied bandit who fled royal persecution into the witch's servitude. Now leads the human followers of the Witch of the Woods. Leaves grow in her hair, and bark upon her skin, signs of her great favour within the Heartwood Court.
- THE OUTCAST (*Itinerant, Dishevelled, Guileful*): A wandering wizard with birds in his beard, derided by others at the capital as a road mage. His tower is little more than a ruin and he is rarely seen in the capital, except to treat with the inhabitants of the Falcon's Tower. He wears the feathers of a buzzard on his cape, and often takes this avian form to journey about the world. He has accepted the end of Myth, and has quietly made plans to survive it.
- THE REVENANT (*Fearsome, Vengeful, Grouchy*): A dead woman with a bullet lodged in her forehead, gangrene growing around the wound. The Marshal already killed her once. She wants revenge before the rigour mortis sets in.
- THRONEBREAKER (*Principled, Wronged, Beloved*): Was Sir Alymur the Upright, a noble and storied knight. Fought with honour at the Violet Fields, but was expelled from the Errant Order after refusing to enact taxes on her struggling homeland. Seeks an end to kings, but will not allow the Doom to sunder Myth's people.
- SIR PORLAINE THE EMBER (*Intrepid, Wandering, Tolerant*): An itinerant knight, regarded as a traitor at the capital for refusing the King's call in favour of handling local affairs. She was squire to the Thronebreaker, and Porlaine finds more sympathy for her cause with every passing day.

Deeds

Choose a deed. You famously:

- SLAY A DRAKE: You killed Palthuzin, a blue-skinned man-eating drake who plagued Epitome. Did you kill it with guns or trickery?
- HEISTED THE MANSE: You tried and failed to break into the ducal treasure of the Manse. Did you fail because of the duke's defenses, or your own error?
- KILLING A FALSE KNIGHT: You killed Sir Antvoss the Drear, one of the followers of the Cannibal Saint. How did you best this long-fanged man-eater in combat?
- DEFENDED A VILLAGE: You defended the settlement of Wisdom from a swathe of the living dead. Did you do it for a reward, or because it was the right thing to do?
- BESTED AN ERRANT: You were so infamous for your ill deeds, the king sent a knight to capture you: Sir Sarix the Resolute. You are still at large. Did you outwit them, or beat them fair and square?
- STARTED A GANG: You started the gang you were in. Did you leave someone else in charge (if so who?) or are they no longer a gang? If so, what happened to them?
- ROBBING THE MANSE: You failed to breach the vault in the dukeseat at Promise.

Were you at the Battle of the Violet Fields? If not, where were you when King Malavan died?

Equipment

You possess a **GUN** of unique and powerful design. Is it a rifle, shotgun or pistol? How did it come into your possession? Was it made by a wizard, or a more reliable firetube design? See **Guns of the Barren (page 74)** for some random tables on making a gun.

Choose another weapon and describe how you chose it:

- A **LONG SPEAR**, favoured by roamers the Barren wide.
- An **UNUSUAL WEAPON** (such as a sickle, a polearm, or a sword).

Choose a treasure:

- A **MAP** with your notes about travelling the Barren.
- A **BULGING POUCH** of silver.

Choose your clothing:

- **FANCY CLOTHES** and jewellery, showing your wealth and prowess.
- A **SANDBLASTED PONCHO** and travelling clothes.



Reputations

You are known by three Reputations, defined by your relationships with your deeds, friends and enemies. They will impact how you interact with the world, and also the stories and legends that people will tell about you.

You will be remembered for the following:

- A Reputation you earned during a great deed.
- A Reputation that reflects the reason your contact holds you in such high regard.
- A Reputation that reflects the reason your rival holds you in such low regard.

Choose or roll Reputations from the examples, from the **Reputation list (page 66)**, or make them up:

- Covetous
- Rustic
- Well-Travelled
- Rugged
- Connected
- Skilled

Abilities

Roamers get three abilities: Paths the Barren Wide, and two from the list of Roamer abilities or general abilities, or a combination of both.

Paths the Barren Wide

You know secret routes and hidden paths, and you're not easily surprised by what you find in the sandblasted deserts.

If something happens in an encounter while in a non-urban environment let the GM know. If this came from a randomly rolled encounter, you may invoke a relevant Reputation to reroll a scene, aesthetic or town.

Your knowledge of the Barren gets you where you need to be.

Deadshot

You don't miss. You're terrifyingly skilled with your choice of guns or bows.

If accuracy or speed with these weapons would help you in a Challenge, gain D6.

If you've got the time to line up the shot with a gun or bow, it always hits, regardless of the range or conditions.

Posse

You used to run with a gang, but times have moved on. When you arrive in a new location or are faced by an ancient foe, you can summon a few members of your former roamer gang to meet you.

From the following list, choose two that represent who they are, and two that represents who they are not:

- Long past their prime.
- Wanted dead or alive by the crown.
- The last survivors of your gang.
- Regretting their life choices.
- Bearing a grudge against you.
- Settled down and out of the business.

Wild Domain

You know a region of the Barren like the back of your hand. Choose one of the Regions from **Realms of Myth (page 117)** which you know like no other.

Work with your GM to create two new characters. One will act as an additional friend or ally. The other will act as an additional rival or enemy.

Once per refresh while in that region, you can either:

- Gain an extra D6 during a challenge by utilising local knowledge, allies, caches of resources, hidden routes or secret hideouts.
- Use your connection to the region as a Reputation, that might be helpful while exploring or talking to a local.

BULLETS AND ARROWS

While many Roamers do use rifles, some prefer the older way, and use a longbow or even a crossbow. Guns can be more powerful, but some Roamers prize availability of ammo and reliability. If you want Deadshot (or the gun granted by your equipment) to reflect this type of weapon instead, take it.

THE DOOM

The Doom is coming. Choose one of the five stages of grief to define your character's relationship with the destruction of their society:

- *Denial*
- *Bargaining*
- *Anger*
- *Depression*
- *Acceptance*

NOTE: This can change! Let the GM and cadre know if your relationship with Doom changes.





Shadowjack

A sneakthief, a skulker, a rogue. How did a craven creature with little honour such as you end up here? You'll never be wanting for coin, but you'll rarely possess a glut of people who trust you.

Time to make a choice. Are you:

- **A cryptdigger:** What did you learn in the ruins of the ancient world?
- **A spy:** Whose agenda do you serve at court?
- **A freeblade:** Who within Myth, perhaps one of the cadre members, has bought your loyalty?

Contacts

You work for hire. Which of the below contacts has given you a pouch bulging with gold more than once? What heinous acts did you commit to earn this coin?

Which of the following calls you a friend or ally? Which other calls you a rival or enemy?

- **Sir Dyst the Sable** (*Advisor, Elegant, Scheming*): Once the king's cupbearer and Royal Paramour, now advisor and (rumoured) beloved of the Queen-Mother. A better courtier than a soldier.
- **Queen Isoldaire the Barren Mother** (*Beautiful, Caring, Patronising*): Malavan's widow, acting as regent for her son. Cursed by her family's enemies. Too cautious, not willing to make mistakes while facing prophecy. Spurious rumours fly around the court about her actions and character.
- **Sir Kenly the Eight-Fingered** (*Striving, Sly, Anxious*): Knight-Attache to Epitome. A fine knight who aspires to a high position within the order. Knights as young as him are not normally assigned his post. Cares deeply for his ex-lover, the rogue mage Angvor.
- **Clutch** (*Academic, Grinning, Golden Teeth*): A petty arcanist turned fence, who trades artefacts unearthed by cryptdiggers. Has a stall and warehouse in Carcass, full of illicit goods.
- **The Ravenclaimed** (*Conspiratorial, Deceptive, Glamoured*): A rogue wizard, draped in shadow and possessing incredible magic. Scheming to destroy Myth and pluck treasures from its ruins. He is a conspirator and a manipulator, the architect of the Doom.
- **Cogshaper** (*Metallic, Grating, Emotionless*): A Tower Wizard and student of ancient technologies, with half her body replaced with gears and wires. A student of ancient Drifting Baron technologies. Craves knowledge of the sky castle, and will stop at nothing to obtain it.

Deeds

Choose a deed. You famously:

- **Stole a Wizard's Spellbook:** You snuck into the Rockweaver's ruined tower and stole his spellbook. Did you sell it to another wizard, or an unusual collector?
- **Found Wealth in the Crypt:** You found a pile of ancient mechanical antiquities and sold them to the Singer of Steel. What did you do with the money?
- **Bested a Knight on Your Tail:** After one too many crimes, Siffa the Grey was sent to bring you to justice. How did you convince her not to take you back to Myth in shackles?
- **Dealt with an Unsavoury Issue at Court:** Queen Isoldaire had an illicit affair with someone at court. Did you threaten them into silence or just kill them?
- **Infiltrated a Cult:** Followers of the Lady of Slain, loyal to Queen Isoldaire, infiltrated the court of Myth and you were tasked to learn about them. How did you join their company?
- **Recovered Royal Property:** A gang of Roamers stole a crate of firearms from the Powderer, but you got them back. How did you best the thieves?

Were you at the Battle of the Violet Fields? If not, where were you when King Malavan died?

Equipment

Choose one piece of equipment you would trust your life with. What is it and where did you find it? Did you simply steal it from someone?

Choose a weapon and describe how you came to possess it:

- Either a brace of **NEEDLE-LIKE DAGGERS**, laced with poison.
- Or an **UNUSUAL WEAPON** (a garotte, a folding polearm, a hand crossbow?).

Choose the tools of your trade:

- Either a **SET OF FINE LOCKPICKS** and other illegal tools.
- Or a **SET OF DISGUISES** and a fake identity.

Choose your clothing:

- Either a **HOODED CLOAK** and black leathers.
- Or **FASHIONABLE COURTWEAR**.

Reputations

You are known by three Reputations, defined by your relationships with your deeds, friends and enemies. They will impact how you interact with the world, and also the stories and legends that people will tell about you.

You will be remembered for the following:

- A Reputation you earned during a great deed.
- A Reputation that reflects the reason your contact holds you in such high regard.
- A Reputation that reflects the reason your rival holds you in such low regard.

Choose or roll Reputations from the examples, from the **Reputation list (page 66)**, or make them up:

- Untrustworthy
- Deceptive
- Larcenous
- Greedy
- Brutal
- Subtle

Abilities

Shadowjacks get three abilities: PART OF THE PLAN, and two from the list of Shadowjack abilities or general abilities, or a combination of both.

Part of the Plan

You always have something up your sleeve.

Once per refresh, you may invoke a relevant Reputation to flashback to:

- Create a scheme or contingency you could have feasibly prepared to handle this situation.
- Prepare a single piece of mundane equipment to have on your person.

Like a Shadow

Once per refresh, remove your character from play as you skulk into the shadows.

At any point, return to the narrative in the perfect position and explain to the rest of the table how you got there.

Someone Else's Problem

Consequences never seem to stick to you.

Once per Doom refresh, by lies, misdirection or subterfuge, you can make someone else pay a Cost instead of you.

This never works in the long run, and the decision will always come back to haunt you.

The Great Game

You play the great game of politics better than those paltry knights and wizards. Better than most, in fact.

You begin the game with one advantage. At any point, you may spend an advantage to:

- Create a new rival or contact for you or another cadre member.
- Have a contact complete a small task for you.
- Blackmail a contact into doing something they don't want to do.
- Find out secret information from a contact.

You gain a new advantage when you:

- Destroy a political rival.
- Complete a small task for a contact.
- Advance the goals of an ally.
- Defeat a Doom or other enemy with a Threat greater than 12.

THE DOOM

The Doom is coming. Choose one of the five stages of grief to define your character's relationship with the destruction of their society:

- *Denial*
- *Bargaining*
- *Anger*
- *Depression*
- *Acceptance*

NOTE: This can change! Let the GM and cadre know if your relationship with Doom changes.

General Abilities

Name of Power

You possess two Names of Power that can be used to cast spells in accordance with the Laws of the Mystics.

Relic

You possess a powerful relic. Describe it. How did you come to own it?

- You found it somewhere secret and hidden.
- You inherited it from family or a mentor.
- You created it yourself.
- You were issued it by the royal armoury.
- You stole it from someone powerful.
- You took it from a defeated foe.

What does it do? Choose two of the following:

- Possesses a Reputation of its own you can use when you wield it.
- Act as a symbol of status.
- Grants a small magical effect:
  - Glows with light.
  - Wards away magic.
  - Sears with heat.
  - Absorbs or grounds a chosen element.
  - Drinks blood.
  - Warns the user of nearby or future danger of a chosen type (ambush, wizards, fire).

Companion

You are followed by a trusted companion.

They might be:

- An Errant's squire.
- A Mystic's apprentice.
- A godsman's flock member
- A personal taleweaver.
- A hired freeblade.

Who are they and why do they follow you?

Companions have a single Reputation of their own. If that Reputation is useful in a Challenge, they can assist you to gain one D6 once per refresh.

If a character dies, this Companion can join the cadre as a fully pledged player character. If they do so, the character that took the Companion ability gains a new ability or a new companion.

Gaze of the Prophets

You receive brief glimpses of the future. Choose one of the following to represent how your gift manifests:

- In dreams, you see images of the future.
- In reflections in a pool of blood or water.
- Birds and beasts speak cryptic truths to you.
- Fleeting vision of death when you pray.
- The shadows whisper from dark rooms.
- Corpses mutter the secrets they have seen beyond death.
- The wind screams at you, low and soft.

Once per Doom refresh, you may describe visions that will come to pass. Such is the will of prophets.

As a group, work together to decide what you see, including the GM. Anything is possible, but the GM might assign brutal Costs to outlandish futures.

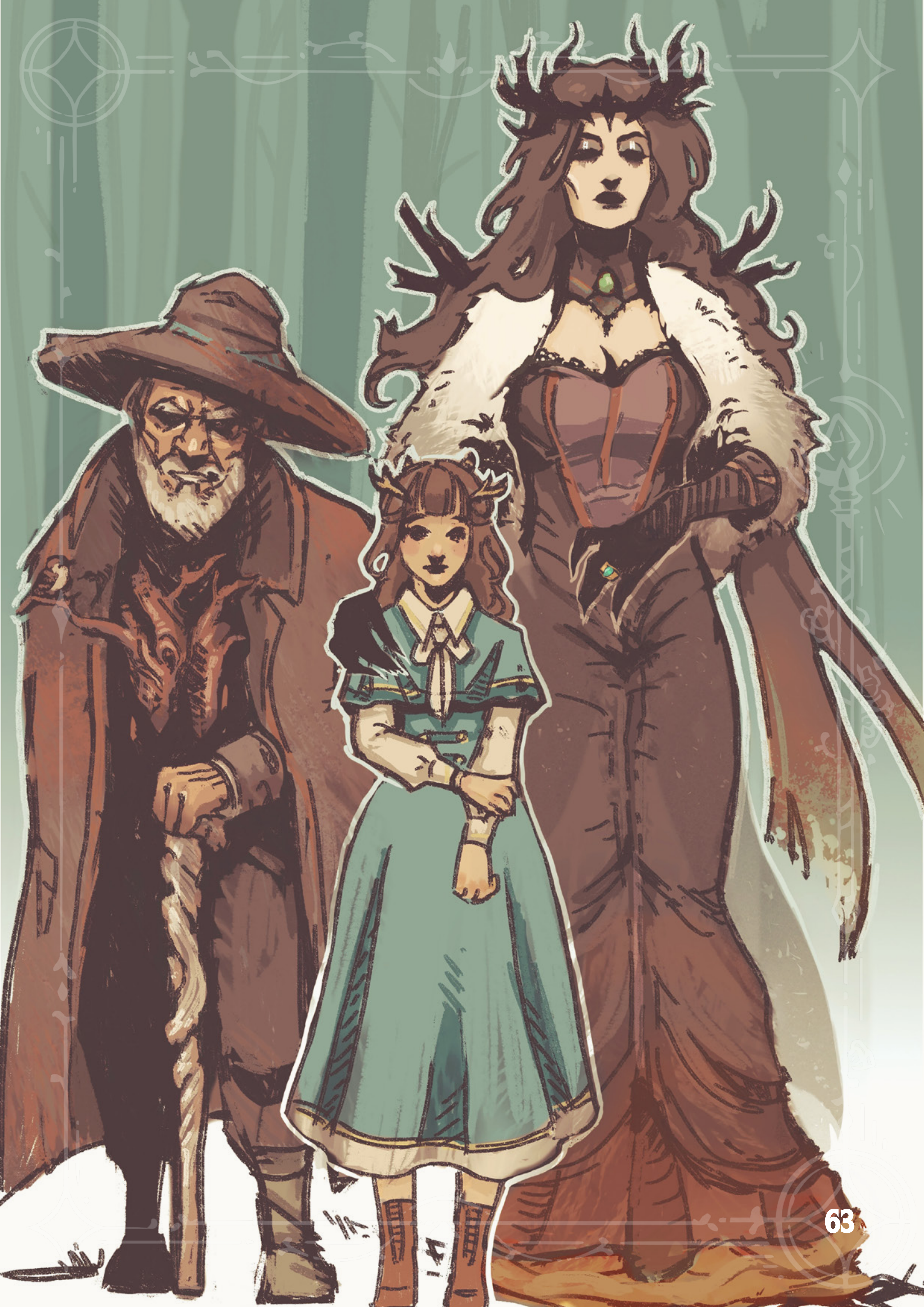
Beloved

Your character is beloved either in Myth or the wilds beyond Myth.

Work with your GM to create two new characters. One will act as an additional friend or ally. The other will act as an additional rival or enemy.

Known the Barren Wide

State the deed for which you are known. All those in the land will know you for it, for good or ill.



Names

For inspiration for a name for your character, or if you want one for an NPC in a moment of need, roll or choose from this list. They're intended to be gender neutral, but some lean more one way than the other.

1.	Blakeney	41.	Tanner	81.	Barstow	121.	Byron	161.	Kirstwithe
2.	Walace	42.	Straft	82.	Shearer	122.	Locarne	162.	Findoon
3.	Bracken	43.	Onslow	83.	Amberly	123.	Thirk	163.	Hewett
4.	Sitnell	44.	Argyll	84.	Gretham	124.	Mayles	164.	Leanader
5.	Dalmal	45.	Halifax	85.	Staunton	125.	Ludlow	165.	Rydal
6.	Lessor	46.	Calder	86.	Wykecombe	126.	Collis	166.	Thurbern
7.	Leven	47.	Dolman	87.	Oakden	127.	Nevys	167.	Cobham
8.	Burnaby	48.	Nadin	88.	Yelf	128.	Dunn	168.	Wyeck
9.	Witterly	49.	Corlett	89.	Langwith	129.	Ingram	169.	Foss
10.	Haslar	50.	Deveron	90.	Coney	130.	Alne	170.	Lovette
11.	Osbald	51.	Brans	91.	Scarrot	131.	Rosby	171.	Thanet
12.	Dorrian	52.	Morland	92.	Ashmeade	132.	Croft	172.	Halladal
13.	Emsworth	53.	Saltern	93.	Crasswell	133.	Folville	173.	Hambrooke
14.	Swale	54.	Chetwyn	94.	Alness	134.	Chantry	174.	Languar
15.	Trenchard	55.	Carnot	95.	Keswick	135.	Monckton	175.	Yraeg
16.	Girvan	56.	Nfyn	96.	Belvedere	136.	Penton	176.	Vaudin
17.	Goodricke	57.	Kimber	97.	Kythe	137.	Bleriot	177.	Cairr
18.	Russell	58.	Garth	98.	Sealarke	138.	Horsman	178.	Bolden
19.	Elmore	59.	Pell	99.	Simeon	139.	Fennic	179.	Taven
20.	Langford	60.	Bryne	100.	Stirling	140.	Eades	180.	Rondhell
21.	Dalnut	61.	Oskar	101.	Gladys	141.	Garrow	181.	Herber
22.	Monmouth	62.	Kinross	102.	Montague	142.	Brading	182.	Danum
23.	Mickel	63.	Andover	103.	Layes	143.	Yvon	183.	Treloar
24.	Mowbray	64.	Dysart	104.	Wilver	144.	Escrick	184.	Beresford
25.	Twyfor	65.	Wymering	105.	Ambrose	145.	Pitcroft	185.	Branton
26.	Bittern	66.	Panley	106.	Carle	146.	Lidget	186.	Aldreth
27.	Inglis	67.	Delamere	107.	Egan	147.	Deramore	187.	Lesmont
28.	Lynn	68.	Ralis	108.	Derwent	148.	Selden	188.	Ralma
29.	Hanov	69.	Stamfor	109.	Hogg	149.	Salcombe	189.	Lysander
30.	Nairn	70.	Grattis	110.	Alver	150.	Lamiel	190.	Vanbrugh
31.	Drayton	71.	Waln	111.	Bosmere	151.	Inhurst	191.	Toft
32.	Thorpe	72.	Emmett	112.	Gwydyr	152.	Alcuin	192.	Alecto
33.	Earnley	73.	Gouth	113.	Linden	153.	Darminers	193.	Balfour
34.	Acomb	74.	Melwod	114.	Ryoft	154.	Isaacs	194.	Strawd
35.	Lowick	75.	Coombe	115.	Denya	155.	Farrer	195.	Radley
36.	Holent	76.	Kexby	116.	Isbell	156.	Sinah	196.	Noll
37.	Wyd	77.	Hothen	117.	Darfel	157.	Hartoft	197.	Furness
38.	Fulfor	78.	Earnest	118.	Byard	158.	Fernhur	198.	Milfor
39.	Dring	79.	Avery	119.	Wycliffe	159.	Wentworth	199.	Havant
40.	Shadwell	80.	Patren	120.	Lowcay	160.	Lynden	200.	Strode

Titles

For inspiration for a title for your character, or if you want one for an NPC in a moment of need, roll or choose from this list:

1.	Dreamer	41.	Misbegotten	81.	Counsellor	121.	Pinestaff	161.	Flintfang
2.	Mawkish	42.	Dancer	82.	Wavecalmer	122.	Poisoner	162.	Highhonoured
3.	Sandstrider	43.	Talesung	83.	Leatherneck	123.	Xanthous	163.	Guardian
4.	Greatbull	44.	Seer	84.	Subjugator	124.	Sublime	164.	Architect
5.	Demon-Lower	45.	Trumpeter	85.	Deft	125.	Courser	165.	Prescient
6.	Dissenter	46.	Winedark	86.	Drunkard	126.	Holdguard	166.	Heathen
7.	Hornblower	47.	Depraved	87.	Mirrored	127.	Taroteer	167.	Rotten
8.	Carmine	48.	Sculptor	88.	Stormshawl	128.	Butcher	168.	Maneater
9.	Lofty	49.	Steelskined	89.	Coppertop	129.	Faenamed	169.	Astronomy
10.	Baleworker	50.	Valiant	90.	Pauper	130.	Mistmarcher	170.	Jubilant
11.	Catspaw	51.	Collector	91.	Haunted	131.	Sailmaker	171.	Saint of Knives
12.	Godsbreath	52.	Refuser	92.	Shell-riddled	132.	Blind	172.	Ghostspoken
13.	Trapper	53.	Wise	93.	Blessed	133.	Prosperer	173.	Beggar
14.	Hardhand	54.	Witness	94.	Bloodied	134.	Flaxen	174.	Scarred
15.	Blackbent	55.	Shattered	95.	Sunkissed	135.	Viceful	175.	Dissolute
16.	Ill-Luck	56.	Weeper	96.	Indolent	136.	Ne’ertrue	176.	Hewwood
17.	Hushed	57.	Deepest	97.	Blackhood	137.	Gelder	177.	Bloodfang
18.	Theologist	58.	Longgrass	98.	Wormfeeder	138.	Wraith	178.	Gallant
19.	Astraleer	59.	Roarer	99.	Redeyes	139.	Mountainstout	179.	Visionist
20.	Technologist	60.	Disputer	100.	Morningstar	140.	Scourge	180.	Willow-weir
21.	Mistweaver	61.	Sleeper	101.	Woebringer	141.	Forlorn	181.	Thiefseer
22.	Oathbreaker	62.	Merciless	102.	Valourous	142.	Bentblade	182.	Laureate
23.	Astrologer	63.	Dunewalker	103.	Slumbering	143.	Fruitgiver	183.	Freelance
24.	Bleached	64.	Courageous	104.	Erudite	144.	Meek	184.	Compassionate
25.	Goldenhand	65.	Footpad	105.	Devout	145.	Binder	185.	Warden
26.	Puppeteer	66.	Covetus	106.	Augur	146.	Aspirant	186.	Alienist
27.	Leal	67.	Mourner	107.	Stoneskin	147.	Hunted	187.	Awakener
28.	Gatekeeper	68.	Reverent	108.	Chast	148.	Temarious	188.	Craven
29.	Luckbearer	69.	Pale	109.	Rake	149.	Stormfoot	189.	Fearless
30.	Star-Brightener	70.	Steadfast	110.	Bright	150.	Poacher	190.	Fordmaker
31.	Blusterer	71.	Kindler	111.	Tomewarden	151.	Swiftsail	191.	Victorious
32.	Lesser	72.	Bonedigger	112.	Decayer	152.	Immovable	192.	Hunter
33.	Faithful	73.	Modest	113.	Friar	153.	Halfblood	193.	Skald
34.	Explorer	74.	Barrow-Meek	114.	Benefactor	154.	Pinktongue	194.	Midnight
35.	Grafted	75.	Hagiolater	115.	Boneclutcher	155.	Wrathful	195.	Godtamer
36.	Oathsworn	76.	Constellator	116.	Violent	156.	Warlock	196.	Seeker
37.	Printer	77.	Bronzeaxe	117.	Just	157.	Sunderer	197.	Coward
38.	Spearman	78.	Reck	118.	Judge	158.	Brawler	198.	Devoted
39.	Screamer	79.	Haggler	119.	Fogscythe	159.	Hag	199.	Sentinel
40.	Soulless	80.	Foeshaker	120.	Dour	160.	Witchbreaker	200.	Endless

Reputations

If you're struggling to come up with Reputations for your character, you can roll one (or more) from this table:

1.	Deceptive	41.	Prudent	81.	Resentful	121.	Resolute	161.	Respected
2.	Powerful	42.	Childlike	82.	Wronged	122.	Cunning	162.	Covetous
3.	Arbitrary	43.	Martial	83.	Emotional	123.	Rude	163.	Manipulative
4.	Impetuous	44.	Curious	84.	Regal	124.	Joyful	164.	Sickly
5.	Quick-witted	45.	Grimacing	85.	Solemn	125.	Charismatic	165.	Proud
6.	Brutal	46.	Academic	86.	Despondent	126.	Wild	166.	Brave
7.	Strong	47.	Humorous	87.	Elated	127.	Friendly	167.	Devoted
8.	Connected	48.	Distracted	88.	Honest	128.	Imperious	168.	Sociable
9.	Caring	49.	Perceptive	89.	Meek	129.	Matronly	169.	Inspiring
10.	Energetic	50.	Scarred	90.	Inquisitive	130.	Old	170.	Affectionate
11.	Unambitious	51.	Anxious	91.	Ambitious	131.	Merciful	171.	Short-Tempered
12.	Canny	52.	Larcenous	92.	Bearded	132.	Capable	172.	Well-Travelled
13.	Pious	53.	Distant	93.	Crafty	133.	Regretful	173.	Desperate
14.	Pale	54.	Arrogant	94.	Questing	134.	Forgiving	174.	Vengeful
15.	Valiant	55.	Famed	95.	Brooding	135.	Aging	175.	Mourning
16.	Attentive	56.	Hearty	96.	Wise	136.	Tolerant	176.	Vindictive
17.	Indulgent	57.	Vigorous	97.	Gossiping	137.	Virtuous	177.	Sagely
18.	Stuttering	58.	Talented	98.	Brutish	138.	Chaste	178.	Pining
19.	Sorcerous	59.	Determined	99.	Reckless	139.	Outspoken	179.	Scheming
20.	Wealthy	60.	Avaricious	100.	Lazy	140.	Loyal	180.	Brusque
21.	Seedy	61.	Meddlesome	101.	Furious	141.	Patient	181.	Empathetic
22.	Impersonal	62.	Just	102.	Itinerant	142.	Subtle	182.	Industrious
23.	Canny	63.	Greedy	103.	Cursed	143.	Valorous	183.	Patronising
24.	Grief-stricken	64.	Efficient	104.	Sagacious	144.	Thoughtful	184.	Dashing
25.	Tactful	65.	Opportunistic	105.	Deceitful	145.	Passionate	185.	Beautiful
26.	Corrupted	66.	Selfish	106.	Sarcastic	146.	Cheery	186.	Principled
27.	Gracious	67.	Charming	107.	Lithe	147.	Pious	187.	Mysterious
28.	Intimidating	68.	Violent	108.	Subdued	148.	Hateful	188.	Young
29.	Deceiving	69.	Beloved	109.	Worldly	149.	Striving	189.	Skilled
30.	Lonely	70.	Stern	110.	Quiet	150.	Elegant	190.	Untrustworthy
31.	Indomitable	71.	Skillful	111.	Disloyal	151.	Conspiratorial	191.	Emotionless
32.	Foolish	72.	Audacious	112.	Tactical	152.	Knowledgeable	192.	Reputations
33.	Ashamed	73.	Harrowed	113.	Noble	153.	Unfulfilled	193.	Deceptive
34.	Sullen	74.	Insincere	114.	Generous	154.	Hated	194.	Trusting
35.	Melancholic	75.	Unkempt	115.	Grounded	155.	Gaunt	195.	Unpleasant
36.	Intrepid	76.	Rustic	116.	Smiling	156.	Fierce	196.	Temperate
37.	Guileful	77.	Distasteful	117.	Sly	157.	Forboding	197.	Mighty
38.	Modest	78.	Muscled	118.	Bestial	158.	Plainspoken	198.	Warlike
39.	Honourable	79.	Confident	119.	Rugged	159.	Suspicious	199.	Cowardly
40.	Sagacious	80.	Weird	120.	Ruthless	160.	Crude	200.	Feral



Tenets of Mythic Ideal

Laid down in ancient days by the first kings of Myth, the Tenets of Mythic Ideal are considered the cornerstone of Mythic law. While the myriad of civilisations in the Barren might not follow them, they still understand them, some even treating the Mythborn's traditions with respect.

The knights of the Errant Order are sworn to follow these ideals to the last, but they are regarded as the basis of common law and decency by the crown's upstanding subjects.

1. Defend the crown to your last.
   - This tenet is subject to minimal interpretation. All members of the Errant Order would willingly die to defend Myth.
   - However, many compromises to other tenets are based upon this first tenet, particularly by more warlike Errants.
2. Obey the commands of the crown.
   - Obeying the crown should be a simple affair.
   - However, the King's Men would defy this tenet to uphold the first tenet by disobeying the current king to protect the crown.
   - If ordered by the crown, many knights would use this tenet as a justification to defy other tenets.
3. You are only as good as your word. Every lie told and oath broken diminishes the crown.
   - Traditional: The words and oaths of an Errant should be unimpeachable. The tales of oathsworn Errants completing impossible deeds are many.
   - Modern: Like many other tenets, maintaining this while at war has cost the order greatly. Oathbreakers are often exiled rather than punished.
4. Serve justice and death to those who raise their hand against the crown and its subjects.
   - The Errants have fought wars against Myth's enemies for centuries.
   - Traditional: What are people without a kingdom? The crown is stated first. Thus the crown is more important than its subjects.
   - Liberal: What is a kingdom without its people? More compassionate Errants would aim to defend the crown's subjects as much as the crown itself.

5. Act with grace in the house of your hosts.
   - Within Myth, knights should be courteous to subjects wherever they go.
   - TRADITIONAL: Historically, it has been interpreted that the laws and customs of a foreign lands should be respected within their borders. This has caused no manner of difficulty while fighting the Crownless clans of the Mythic Range.
   - MODERN: Since the reign of the Cannibal Saint, this tenet has been almost forgotten.
6. Treat all you meet with respect, even your foes.
   - TRADITIONAL: The Errants have fought straightforward wars with honour. Cavalry charges, walking into ambushes and fighting single combat duels with monstrous creatures have cost the crown dearly.
   - MODERN: Many errants have come to realise it is hard to vanquish foes you are honour-bound to treat with compassion.
7. Your first love should be to the crown, and no other.
   - It is agreed that all Errants should serve Myth before all over causes, but this passage is rife for interpretation.
   - TRADITIONAL: Errants such as Sir Levir would argue this means all Errants should be celibate and not marry, like the many generations of knights before them.
   - MODERN: Many senior Errants, such as Sir Dyst and Sir Siffa, would argue that knights should be allowed to maintain relationships, but Myth should remain their first love. Some radicals contend even marriage should be allowed.
   - Errants that do maintain relationships often conduct them in secret, but rumour travels fast in Knightsholme, so they may not stay secret long. Many knights fall in love with and conduct relationships with each other. A knight whose relationship was made public may be disciplined or expelled, but given Dyst and Sivir's position on the tenet, this is unlikely to result in the historically traditional punishment of execution.



On Arguments

While some players might find debating ethically about whether an action is within Mythic tenets or not fun, others may not. If you need to resolve a tie, use one of the following methods:

1. In these situations, the player taking the action always gets the final choice about whether an action is honourable or not.
2. In these situations, the player playing the Errant gets the final choice about whether an action is honourable or not. If there are two Errants in the group, the player whose character is older (and thus more senior) chooses.
3. In these situations, the GM always gets the final choice about whether an action is honourable or not.

Other Classes

All those beloved in Myth would be expected to aspire to and follow these tenets, with Errants holding them to an extreme ideal.

Godsmen

Godsmen are more likely to follow the rules of their own religion than Mythic tenets. Some followers of gods beloved in Myth, particularly the Justicar and the Shadowkeeper, follow Mythic tenets as keenly as the Errants themselves.

Mystics

Some Mystics, such as the Bloodlifter, hold these ideals dear, but many do not.

Wizards outside the Mystic Order are duplicitous, arrogant and sinful seemingly without exception. While the Mystics are certainly more noble than their enemies, they lack the stern adherence to the Mythic tenets most knights possess. Many seek selfish power and serve themselves more than the crown, and none are held to the same standard of honesty and the knights.

This contrast creates considerable friction between the Errant and Mystic Orders, some radicals within each order refusing to work with each other on principle.

Taleweavers

More so than any other class, taleweavers are mostly just ordinary citizens interested in finding and telling epic tales. Some might follow the Mythic tenets, particularly those interested in the tales of the Errants, but others might not. In particular, they have a proclivity to lie, especially if it makes a good story.

Shadowjacks and Roamers

Agents in the direct service or mercenarial employ of the crown are prized by the less savoury at court for their ability to operate covertly. They are often hired by the crown for their lack of morality, allowing them to succeed at tasks where Errants might not.

Acting on the fringes of the law, many are sooner to break these ideals than keep them.



Guns, Magic and Horses

WHILE the heroes of Myth may be doomed, they are not without tools in their quest. Many heroes of the realm are armed with wizard forged firearms, myriad in the methods of their construction. Many mystics and godsmen are also armed with potent magics, which come with their own esoteric rules. The crown also befits its champions with horses from its well-maintained royal stables, although many cadre members may instead choose to travel with trusty steeds of their own, perhaps not of such noble stock.

This section is provided to players during character creation so they may be aware of the principles that govern guns and magic, and also generate a horse to be their fairest companion. The GM can also use this section to generate content for the campaign.



Guns of the Barren

The roar of a Mythic revolver is iconic of the Errants and Mystics of the realm.

The most simple of these weapons, the firetube, are wielded by roamers and soldiers. These brass weapons fire a breech-loaded stone bullet using explosive materials: a mixture of sulphur, charcoal and saltpetre. These weapons have been used for hundreds of years, and are simple to maintain, requiring only mundane chemicals to fire.

Most of these arcane weapons are not industrial, but the bespoke creations of wizards with esoteric materials. Each wizard creates their own recipe for 'gunpowder' from arcane ingredients at their disposal.

These rune-carved revolvers are crafted individually, each weapon is unusual and unique. Many do not possess triggers, and are instead fired by speaking the name of the gun. The bullets are hard-carved with runes, fashioned from bone, steel, stone or something stranger. Each weapon may be deafeningly loud or silent, depending on the intent of the maker.

The ammunition and gunpowder are unique to each gun, meaning replacing the ammunition of a spent weapon is impossible without the original creator and their specific ingredients. Each bullet may cost a fortune.

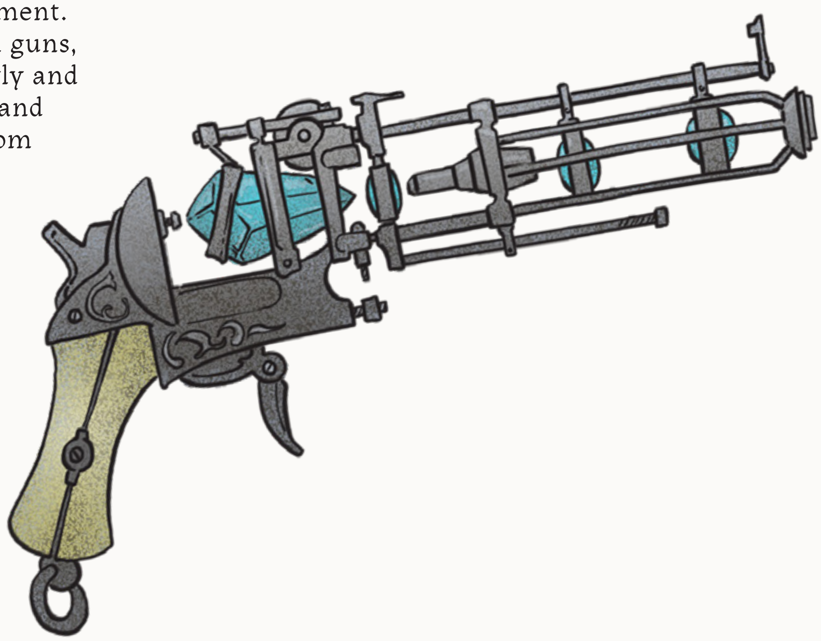
Each Mystic fashions their own gun to match their desires and temperament. Some are entirely uninterested in guns, the Singer of Steel finds guns lowly and craven, preferring the simplicity and efficiency of her swords, made from Mythic steel.

Most guns wielded by the Errant Order are made by the Powderer. This powerful member of the Mystic Order constantly works to refine her recipes. Her weapons are sold in named batches of twelve, with each weapon numbered and delivered with 36 bullets and a horn of gunpowder. The invoices from the Powderer cost the crown as much as the rest of the Mythic army combined.

The royal armoury holds some ancient relic weapons, wielded by knights and kings of old. These all have incredibly limited ammunition, with the wizards capable of fashioning more powder and bullets often centuries dead. Sir Levir might grant use of these weapons to trusted knights for a mighty cause, but most gather dust beneath Knightsholme.

Powderer Gun Names

Guns made by the Powderer are styled with their name, and then their ordinal number that designates their position in the batch of twelve. For example: Palesky the Ninth, Justice the Fourth, Cleaver the Tenth.



Mystic or Relic Weapon Gunpowder / Bullet Components

1.	Cement from a wizard's tower	11.	Acorns from a holy tree
2.	Shredded paper from a rival's spellbook	12.	Whittled drake scales
3.	Pebbles from the highest mountains	13.	Sand from the Black River
4.	Crystalised tears of Heralds	14.	Shoes from a five-legged horse
5.	Powdered antlers of a noble stag	15.	Volcanic ash from just before an eruption
6.	A fine mist of gemstones	16.	Rags of a wizard's robes
7.	Dirt stood on by a king	17.	Stardust
8.	Swords ground to dust	18.	Ice from the Frozen Fields.
9.	Silt from the Black River	19.	The first stone of a ruined castle
10.	Captured moonlight	20.	Eyeballs, pulped and dried

Mystic or Relic Weapon Names

1.	*Biter*	11.	*Bellower*
2.	*Skysplitter*	12.	*Cloudbreaker*
3.	*Nightsilver*	13.	*Saint's Bane*
4.	*Wizard's Kiss*	14.	*Shieldbreaker*
5.	*Dragonbreath*	15.	*Blinding Light*
6.	*Witch's Wail*	16.	*Hellhound*
7.	*Pride of the Light*	17.	*Eclipse*
8.	*Noble Intent*	18.	*Cloudrend*
9.	*Challenge*	19.	*The Light Invisible*
10.	*Last Tale*	20.	*Comet*

Powderer Gun Names

1.	*Foebeater*	11.	*Bellow*
2.	*Longgaze*	12.	*Verdict*
3.	*Thunder*	13.	*Scarlet*
4.	*Gale*	14.	*Widow*
5.	*Iron*	15.	*Clarity*
6.	*Canter*	16.	*Wicked Wind*
7.	*Calamity*	17.	*Shieldbreaker*
8.	*Roar*	18.	*Redemption*
9.	*Saga*	19.	*Liberty*
10.	*Blister*	20.	*Hound*

PRISM

One of the Powderer's first relic weapons, sold to the highest bidder. Wielded by a series of freeblades and roamers over the decades, passing through the hands of killers and thieves. An oversized single-action hammer strikes a sky-blue crystal, firing a wave of light and energy down the carefully focusing lenses of the barrel. The Powderer desperately seeks to reclaim her initial experiment from the enemies of Myth, and she believes it has fallen into the hands of one the Roamer-Kings (page 225).

Powderer Gunpowder / Bullet Components

1.	Ground bones	4.	Cursed dust
2.	Sand lifted by moontides	5.	Frozen monster urine
3.	Powdered iron soaked in blood	6.	Ashes from a burnt down building

Magic

MAGIC is mechanically simple in INEVITABLE. It provides no bonuses, it is simply a narrative effect that might affect the ways its user may approach a problem. Magic can affect the outcome, Costs and Consequences of a Challenge or Showdown.

For example, a Mystic who tries to persuade someone to do something would be able to convince someone to do something that lines up with their will and desires. Consequences might include them wanting something in return, not doing exactly what they want. However, if the Mystic chooses to compel them to act against their will using magic, the victim could be convinced to do feasibly anything. Consequences might include reputational damage to the Mystic, or even their victim seeking vengeance.

Magic is scary and confusing, even in the limited form practised by the Mystic Order. The basic principles involve forcing and manipulating spirits to react to your will. Those that do not fear you should.

Hundred Names that Wizards Know (or Seek)							
1.	Acid	26.	Doom	51.	Life	76.	Smoke
2.	Age	27.	Doors	52.	Light	77.	Sound
3.	Air	28.	Dreams	53.	Lightning	78.	Spring
4.	Amber	29.	Dust	54.	Love	79.	Stars
5.	Ash	30.	Fire	55.	Memory	80.	Steam
6.	Autumn	31.	Flesh	56.	Metal	81.	Stone
7.	Authority	32.	Fog	57.	Mist	82.	Storm
8.	Battle	33.	Gales	58.	Mountains	83.	Summer
9.	Beast	34.	Gas	59.	Mud	84.	The Sun
10.	Birds	35.	Glass	60.	Nature	85.	Thorns
11.	Blight	36.	Gold	61.	Night	86.	Thunder
12.	Blood	37.	Gravity	62.	Order	87.	Tides
13.	Bone	38.	Greed	63.	Peace	88.	Time
14.	Brine	39.	Growth	64.	Poison	89.	Truth
15.	Bronze	40.	Hatred	65.	Rain	90.	Understanding
16.	Chaos	41.	Heat	66.	River	91.	Void
17.	Creation	42.	Hope	67.	Roads	92.	War
18.	Cold	43.	Ice	68.	Rock	93.	Water
19.	Crystal	44.	Insects	69.	Rot	94.	Waves
20.	Darkness	45.	Iron	70.	Salt	95.	Wilds
21.	Dawn	46.	Keys	71.	Sand	96.	Wind
22.	Day	47.	Knowledge	72.	Secrets	97.	Winter
23.	Death	48.	Lava	73.	Shadow	98.	Wolves
24.	Dirt	49.	Leaves	74.	Sight	99.	Wood
25.	Disease	50.	Lies	75.	Sleep	100.	Eyes

Words of Legend

Some words are bigger and more complicated than a single word. For example, there are many words of death:

Words of Legend	
1.	Death by Fire
2.	Death by Fury
3.	Death by Fang and Claw
4.	Death in Battle
5.	Death, Invisible and Silent
6.	Death, Alone
7.	Death in a Lover's Arms
8.	Death, Patient
9.	Death, Slow
10.	Death by Rival's Hand
11.	Death Beneath The Waves
12.	Death, Willing
13.	Death, Veins Aflame with Poison
14.	Death, Unforeseen
15.	Death by Treachery
16.	Death, Given Freely
17.	Death, the First Time
18.	Death in a Pool of Blood
19.	Death for a Higher Cause
20.	Death, Impossible and Arcane

The Principles of Magic

This is how magic works.

- All things in the world have a soul or spirit, as well as a secret Name of Power that can be used to manipulate them.
- Some Names of Power belong to elements, like Fire, Bone or Winter, some belong to concepts, like Hope, Order or Hatred.
- Wizards that know the secret Names of Power of these spirits can use to compel them to action.
- Wizards use specially crafted instruments to channel their names, usually including elements of the names they know in their design.
- Even the most powerful wizards might know as few as five names. The Stargazer claims to know ten.
- When these spirits are worshipped, they grow powerful and become Gods.
- There are no things held sacred by all wizards. There are many secrets of magic outlawed in Myth.

The Laws of the Mystics

The Mystics practise a limited form of magic to keep it less dangerous, and secure their alliance within the crown.

1. The source of magic is the two moons, Constance and Ezra, and magic is strongest under moonlight. Many of the other sources of magic are forbidden, as the Mystics fear their power.
2. Magic cannot create something from nothing. To create something new, something else must be destroyed.
3. Men and beasts have secret Names of Power that can be used to compel them. While compelling beasts is frowned upon, the Mystics do not compel man. The Stargazer, most powerful of the Mystics, fears other wizards may use her name to control her, and has rendered it illegal amongst the order.
4. Prophecy cannot be defied. Visions of the future are absolute.
5. Time cannot be altered. None may speak the name of Time. It cannot be created or destroyed, less the Axiomatic Truths of Certainty and Progression are undone. Without these truths, cause would not lead to effect and prophecy would not occur.
6. The soul of man is tantamount, and must not be split, destroyed or shifted.

Wizards Beyond Myth

The Laws of the Mystics can be broken. Wizards who seek power can undo these principles for their own benefit.

1. Other wizards find different forms of arcane light to cast their sorceries. Some speak of a third moon, while others have learnt to channel sorceries from the lights of the Cinderbeasts. The most heretical seek to trap moonlight in liquid silver as Moonwater, or seek to tame the Radden Forges used in ancient technology.
2. Wizards can destroy things we do not see, including the souls of the living, to create something from what seems to be nothing.
3. Wizards use the secret names of man to compel them to commit deeds they would never perform.
4. It is known that prophecy can be broken or bent if the prophet who gave it is killed.
5. For centuries, wizards have conspired to command or destroy Time. If the secret name of Time was known, it could be used without limit and the Axiomatic Truth of Certainly and Progression would be undone.
6. The soul of man can be split, destroyed or shifted to create terrible power. This split or destroyed soul can act as a fuel to create potent magics or destroy a person utterly. Alternatively, the soul can be shifted or removed to create monsters, including constructs and undead.

Horses

Every character in the cadre has a horse. They should either describe it at the start of play, or create it using the following tables.

Nhats

Some hard-hearted folk of the Barren rely on nhats, thin and inbred creatures that dwell in the lands close to Hubris. While they are slow and appear sickly, they are prized by roamers and cryptdiggers for their resilience and endurance. A nhat can survive on a thimbleful of water a day, and walks on unshod hooves.

Any character may choose to ride a nhat. For their colour, appearance and character, roll two D20 and choose the lower of the two dice.

Mythic Steeds

As royal agents on the king's business, characters may be granted Mythic steeds of ancient stock. These are kept by the royal stablemaster, Kallax the Elder, descendant of the Steedbreaker. These trained destriers are taller and braver than common horses, but more conspicuous and sometimes slower due to their huge size.

Any character may choose to ride a Mythic steed. For their colour, appearance and character, two roll D20 and choose the higher of the two dice.

Common Names			
1.	Shadow	11.	Road
2.	Midnight	12.	Pave
3.	Ash	13.	Birch
4.	Starlight	14.	Oak
5.	Dust	15.	Roach
6.	Soldier	16.	Willow
7.	Squire	17.	Pine
8.	Badger	18.	Mother
9.	Buck	19.	Wattle
10.	Farrier	20.	Torrent

Royal Names			
1.	Prince	11.	Crown
2.	Viscount	12.	Mighty
3.	Duke	13.	Tale
4.	Valour	14.	Oath
5.	Courage	15.	Virtue
6.	Brave	16.	Reckoning
7.	Royal	17.	Patience
8.	Blade	18.	Dignity
9.	Countenance	19.	Swift
10.	Lance	20.	Saint

Colour			
1.	Grey	11.	Roan
2.	Black	12.	Cream
3.	Palomino	13.	Flaxan
4.	Bay	14.	Dun
5.	Ash	15.	Blood bay
6.	Dust	16.	Buckskin
7.	Pinto	17.	Pearl
8.	Tan	18.	Blonde
9.	Sorrel	19.	Iron
10.	Chestnut	20.	White

Appearance			
1.	Red-eyed	11.	Dappled
2.	Anaemic	12.	Smokey
3.	Pockmarked	13.	Brindle
4.	Bow-legged	14.	Heavy
5.	Sooty	15.	Sturdy
6.	Small	16.	Heavy-hoofed
7.	Light-footed	17.	Tall
8.	Slender	18.	Strong
9.	Mottled	19.	Lustrous
10.	Dashed	20.	Sleek

Age			
1.	Colt: A young male horse.	4.	Stallion: An adult male horse.
2.	Filly: A young female horse.	5.	Pony: A small horse with a thicker mane.
3.	Mare: An adult female horse.	6.	Gelding: An adult male horse, castrated.

PATTERNS AND MARKINGS

Horses are rarely ever a single colour, and normally have socks and birthmarks. Roll a second colour if you want to detail these changes.

Mood			
1.	Cowardly	11.	Wise
2.	Calm	12.	Affectionate
3.	Furious	13.	Well-tempered
4.	Skittish	14.	Stubborn
5.	Sensitive	15.	Hot-headed
6.	Ill-tempered	16.	Brutish
7.	Spirited	17.	Stormy-eyed
8.	Flighty	18.	Brave
9.	Loyal	19.	Fierce
10.	Curious	20.	Violent







O, hero of Myth, tread thee no further.
Beyond lies knowledge of the Doom which
only prophets and gods should know.



Myth Campaign

Here is a step-by-step walkthrough for what a Myth campaign of any length could look like:

1. Roll or choose from the list of **Dooms (page 87)**. Advice on choosing Dooms is included on **(page 84)**.
2. Begin with one of three starter hooks: Fires at the Orange Keep, The Shame of Sir Halston or The Trees Murmur.
3. Once the cadre handle this quest, they return to Myth and meet the king and other important NPCs. Introduce them to Myth and its people, so they learn to care about it.
4. The cadre meet with the most powerful members of the Errant and Mystic Orders. Levir briefs the cadre about one of the four Dooms. At the same time, Sir Eli is also sent to deal with the Great Drake.
5. The cadre embarks on a Quest to resolve the Doom.
6. If the Doom is defeated, they return to a changing and strained Myth. The Ravenclaimed sows dissent in court, the king's incompetence is on display, and Levir and Dyst quarrel more and more violently. The king sends the cadre out to resolve another Doom.
7. Repeat steps 5-6 for the remaining Dooms, until either Myth is destroyed or you run out of Dooms.
8. If a Doom's threat increases above 18, enter the Endgame for that Doom.

At some point, flashback to the Battle of the Violet Fields, the event that began the Doom all those years ago. Players either play their own character, or another important NPC, and tell the tale of this day. For more on this see **The Battle of the Violet Fields (page 114)**.

ALTERNATIVE PACINGS

If you're running a short campaign, you might want to rush or skip steps 1 through 4 and get straight to a Doom. If you're running a longer campaign, send the players off on more sidequests and on tasks adjacent or unrelated to the Dooms.
As always, these steps are less important than following a sensible plot and giving your players agency.

BUT WHAT IF?

If you run out of Dooms, good work! Come up with a new Doom, worse than all the ones before, and throw it at them. Perhaps use the Tales of the Barren to introduce another destructive enemy, or use some other powerful element from the setting as a threat to destroy Myth. The reemergence of the Angler, raddenfolk pouring out of Hubris, the Witch of the Wood or the Lakebound are all potential options for this.
See Page 251 for more info on this.

Choosing Dooms

Use a single Doom for a 2-4 session campaign. Use three for a 8-12 session campaign (which would take 2-3 months if you play once a week). Use all six for a 12-24 session campaign (which would take 4-6 months if you play once a week).

Two of the Dooms, the Ravenclaimed and the Warlord, don't work very well by themselves, and work best in conjunction with other Dooms. They're mainly about what happens in court as a response to the threat of destruction, as Levir's hunger for martial violence creates rifts between him and the king, and as the Ravenclaimed sows discord. However, even without resolving such external threats in play, these Dooms still function. Myth's structures and arrogance are just responsible for its destruction as its enemies,

How to Use Dooms

A Doom is just a super-powerful Threat. Players must gather Showdown Tokens to face it. These Showdown Tokens can be gathered during Quests.

As the GM, think of ways the cadre could slow the Doom down, uncover secrets about it, gather allies or resources to defeat it, or destroy the servants of the Doom. If a Quest is successful and satisfies any of these requirements, give the players a Showdown Token for the related Doom.

Within each Doom are the following sections:

- **INTRO:** Here, we'll dive into the Doom and Explaining the Doom, the danger it presents to Myth and the exact starting point we find ourselves at the beginning of the campaign.
- **LEGEND:** The backstory of the Doom, any tales surrounding it.
- **THEMES:** The major elements explaining the themes of each Doom, explaining why it is a threat to Myth specifically.
- **CAST:** A list of the important characters that relate to the Doom.
- **ESCALATION:** A series of possibilities that could worsen the Doom. These might be Costs or Consequences. Also, stopping these events occurring or dealing with their consequences might form a Quest.
- **LEADS:** A series of opportunities the cadre could exploit as a Quest to gather Showdown Tokens.
- **FAILURE:** What happens if the cadre fails and the Doom destroys Myth.

Starter Adventures Seeds

These are short one to two session questions you can use to start a Myth campaign. The idea is to introduce the players to the vibes, setting and mechanics easily, rather than immediately thrusting them into a potentially overwhelming first session at court.

Fires at the Orange Keep

The cadre travel to **Epitome (page 180)** to get to the bottom of the lights above the Orange Keep, rumoured to be a sign of the coming of the ancient wizard, the Cinderer. They will investigate the departure of the court wizard, Portan, who has broken into the tower in an attempt to steal the Cinderer's gun, book and magic ring.

This might bring the party into conflict with **Drake's Hollow (page 178)** or see them investigating the Radden Folk of **Hubris (page 182)**.

This leads well into the Tower Wizards Doom and the Great Drake Doom.

The Shame of Sir Halston

The cadre travel to the Border Forts to find and aid Sir Kathryn and Sir Halston, following a failed battle against the forces of the **Cannibal Saint (page 88)** and the loss of Creek. Sir Kathryn has been killed by the Gourmand, and her secret lover Sir Halston has fled to the Cradle Range, seeking to forget her shame in the **Waters of Oblivion (page 192)**.

As well as the Cannibal Saint, this might bring the party into conflict with the **Stormeyes (page 218)** or the Giants of the **Cradle Range (page 218)**.

This leads well into the Cannibal Saint Doom, the Great Drake Doom and the Warlord Doom.

The Trees Murmur

The cadre treat with the Branchpierced and the **Witch of the Woods (page 166)**, and attempt to gain an alliance with them to prevent the Doom. The Witch of the Woods is not interested in an alliance, but her husband the Branchpierced is. He takes an unusual paternal interest in the party, before issuing them with a quest of his own. Knowing they will fail, Sir Siffa has assigned them a secret mission: seeking the **Chalice of Bounty (page 253)**.

This might bring the party into conflict with the **Thronebreaker's rebels (page 100)** or the bandits of **Pike's Reach (page 152)**.

This leads well into the Ravenclaimed Doom and the Thronebreaker Doom, as well as the high Arthurian material of Branchpierced and the **Angler (page 157)**.

Something Else

Perhaps the cadre are sent to treat with the Stags of the Rangale, or the dragons of Drake's Hollow. Maybe they're tasked with finding the Lakebound, or slaying a giant rampaging the Grey. Pick the part of the setting that excites you and your players and send them off to explore it.



Dooms

The Oracle of Carcass has declared the Doom of Myth. Rubain will be the last king of Myth and his kingdom will fall. Those that remain in Knightsholme will be the last of the Errant Order. Those who do not abandon or betray their boy-king will die.

Myth is doomed, and we play to find out how. Within this campaign are six powerful enemies, known as Dooms. Any Threat could destroy Myth if they grow powerful enough, and they are worse combined.

In defying prophecy, the players must make peace with the fact they will fail, even if their characters do not.

There are six Dooms:

- **THE RAVENCLAIMED:** A shadowy wizard of glamours and lies, who via manipulation and sorcery sows discord at court and beyond.
- **THE TOWER WIZARDS:** A cabal of wizards who rule the Wizard's Bluff. From their lofty towers these enemies of Myth seek powerful relics from a floating Sky Castle, a mechanism of ancient technology.
- **THE CANNIBAL SAINT:** A priest of a hungry God who believes himself the rightful King of Myth, leading a flock of flesh-eating traitors to the crown.
- **THE GREAT DRAKE:** An ancient lizard and symbol of apocalypse, held in chains for millenia beneath the Cradle Range. The most exalted hero of Myth, Sir Eli the Martyr, will lose his honour and unleash the beast by attempting to slay it.
- **THE THRONEBREAKER:** This exiled knight seeks an end to crowns and kings. The common people of the outlands flock to her, seeking an end to taxes and oppression.
- **THE WARLORD:** Sir Levir Hammermight, foremost of the Knights-Errant, believes the king has grown complacent and his armies have grown weak, so he seeks to battle the foes of Myth by force. He will die on his feet, treason be damned.

The Cannibal Saint

He is a Living Saint of the Lord of Hunger, a gluttonous god of greed, death and dust. His flock, the Endless Horde, practises cannibalism. He will burn Myth and rule the ashes.

An uncle of the king, cast out for treason and heresy, now leads the duchy of Visage, now known as the Wastelands.

As our story begins, the false knight Sir Rangvid has assaulted the Border Forts and captured Creek, one of the forts. In the battle, Tenlas the Gourmand has killed one of the Errants, Sir Kathryn the Tall, and now roams the Crownlands, reaving and killing. Sir Halston the Oak, a second Errant tasked with the defence of the Border Fort, has abandoned her post in an attempt to retrieve Sir Kathryn's body.

Sir Levir will task the cadre with relieving the Border Forts, killing the Gourmand and recapturing Creek.

Legend

His name forgotten and scoured from every record; the Cannibal Saint is a traitor of royal blood. As the eldest son of King Calbert, he desired the throne from his younger brother Malavan and committed treason. He was cast out in exile, where laws decreed he should have been executed. Far in the west in the realm they now call the Wastelands, he found his new god, the Lord of Hunger.

After sacking the City of Visage, his Horde marched on the Crownlands. He was defeated at the Battle of the Violet Fields, but not before slaying King Malavan in single combat and eating his flesh.

Despite his defeat, the Cannibal Court has grown in size, converting many of the folk beyond the borders of Myth. He still wars with the Mythborn, and even now his followers assault the Border Forts.

Themes

The Cannibal Saint is the rightful king of Myth by blood. He was the eldest son of Calbert, and elder brother of King Malavan. By all law, he should sit upon the throne. His allies call him the true king, and accuse Rubain of being a bastard born of the Queen's affair with Sir Dyst.

He is a rotten, terrible, awful man in every capacity. He will do anything to get what he wants: to rule Myth.

His followers form a twisted mirror of Myth. His highest servants wear the trappings and heraldry of knights, but with none of their chivalry and nobility. Priests and wizards whisper in his ear.

The Saint should make the cadre question whether the right to rule should pass from father to son, and whether there should be kings at all.

It should be remembered that the Saint and his followers are not some sinister alien threat. They are the same people as Myth, possessing the firm believe that they are right and power should be theirs. This is a civil war at it's heart.



- **The Cannibal Saint** (*Ravenous, Power-Hungry, Blasphemous*): Exiled kinslayer of the royal line. Living Saint of the Lord of Hunger. Will feast upon the cracked bones of Myth.

The Saint may be hungry, but he's patient. He desires nothing more than the throne of Myth, which was denied to him at birth. He will happily wait for the Doom's end for his rule to begin.

He greatly fears the supernatural forces surrounding his ancestors. Specifically, he is terrified of the Lakebound, and knows he will never be proven worthy of her ideals to earn the Ironwood. He and his armies will not tread foot on the Salt Sea, and will flee at the first sign or mention of the Angler, one of the Crown of Kingfishers or Sir Martyn Talloak. His grandson Callun (page 167) is destined to kill him. He cannot die by any other measure.

His Terrible Sorceries

As a Living Saint, he knows terrible sorceries.

- *He can learn what men know by eating their bones, including Names of Power.*
- *He can eat thoughts, causing them to be forgotten, by consuming a victim's hair or fingernails. He offers this 'great mercy' to his followers.*
- *He can consume and digest any material known, swallowed as if into void.*
- *He can regurgitate anything he has ever eaten, however long it has been. Amongst these treasures are:*
  - *The bones of King Malavan.*
  - *The crown of Myth.*
  - *Seven swords of slain Errants. He desperately seeks five more to 'finish his Order'.*
  - *Six dragon eggs.*
  - *The stone heart of a giant.*
  - *Fourteen red feathers.*
  - *A thousand teeth.*
  - *A reliquary of the Shadowkeeper, the crook of the first shepherd.*
  - *The Ring of Void, source of his powers and his consuming hunger.*

As GM, do everything you can to make your players hate the Saint. Render him sneering, fanatical, gloating, insulting, patronising, dishonourable, craven. He is everything Myth is and everything Myth despises.

- **Ula Marrowsup** (*Manipulative, Emaciated, Cruel*): The Saint's consort, the godsman leads the armies of the Endless Horde in praise of the Lord of Hunger. A spear-woman of the Cradle Range who first enlightened the Cannibal Saint after his exile, tending to his wounds.
- **Sir Rangvid the Decrepid** (*Smiling, Toothless, Insincere*): A fallen knight in service to the Cannibal Saint as a herald and messenger. He has conquered Creek, one of the Border Forts, and currently is holding court there. He rides a maggot-infested nag and wields a handcannon named Shard, which fires splinters of human bone as bullets.
- **Sir Parchruth the Finehost** (*Stuttering, Sarcastic, Laughing*): Once squire to Sir Rangvid the Decrepid, this false knight serves as Majordomo to the Saint, organising the many feasts in the Cathedral. He often rides out of Visage with a posse of horsemen, aiming to capture meat for his kitchens.
- **Sir Traxus the Wellgnawed** (*Sharptoothed, Duplicitous, Ruthless*): Another false knight, they command the fortress of Marrowtown in the Cradle Range. Fights with Hunger's Mark, a deadly scoped rifle made from the branches of a sacred tree, covered in bite marks from their sharpened teeth.
- **Tenlas the Gourmand** (*Towering, Warlike, Impatient*): A half-giant warrior who wields a column of masonry ripped from a ransacked temple. Strong enough to breach walled cities. He leads raiding parties into the Crownlands, hoping to sack cities, and eventually consume a knight at the Violet Fields.

Escalation

- Tenlas the Gourmand raids the Crownlands. Soon he will grow impatient, and aim to sack a city.
- Tenlas the Gourmand seeks to draw one of the Errants out into open battle.
- Crownless, fleeing the Cradle Range following the emergence of the Great Drake, join the armies of the Cannibal Saint.
- Sir Rangvid the Decrepid will take the body of Sir Kathryn the Tall back to Visage.
- Sir Rangvid the Decrepid attempts to attack one of the other Border Forts.
- Ulia Marrowsup attempts to sack and destroy **Prominence (page 176)**, and burn the grove that keeps the Beloved alive.
- Sir Parchruth the Finehost will breach the gates of **Wheelock (page 169)**, killing the Muzzled and arming the Endless Horde with scores of wizard-forged firearms.
- Armies gather at Charnal, ready to assault the Crownlands.
- Ula Marrowsup plans to venture in secret to the Radden Lands, and convince a dragon to ally with the Cannibal Saint in exchange for a steady supply of food. Her first target will be **Orakinzi (page 181)**.
- Sir Rangvid the Decrepid will venture to Myth to treat with the king.
- Against the will of Ogvad, the Wake of Vultures allies with the Cannibal Saint. The Saint eats the eyes that grow in the roots of the tree. He can now see the underworld itself.
- The Cannibal Saint himself will enter the field for the final attack on Myth.

Leads

- Kill Tenlas the Gourmand as he raids the Crownlands.
- Secure the body of Sir Kathryn the Tall from Sir Rangvid the Decrepid before it is eaten.
- Recapture Creek from the Endless Horde.
- Find and kill any of the False Knights that serve the Cannibal Saint.
- Gain the allegiance of the Wake of Vultures, Rudnai Leadwallow, the Bog-walkers or some other force to help defeat the Saint.
- Meet Jacob the Pariah, and his son Callun, in the Whispering Woods. Claim Pariah's Tears, the sword the Cannibal Saint fears so dearly.
- Rescue **Ivo the Carrion (page 170)** from the Gaol.
- Earn the Ironwood, and prove once more that the Cannibal Saint is not the rightful king.
- Somehow prove to the world the nobility and strength of the claim of King Rubain.

Failure

Myth burns.

The Endless Horde marches on Myth. The King is killed. The Cannibal Saint and his knights feast upon his nephew's bones.

Myth's knights flee or die. Its populace are hunted as prey by horse-mounted 'knights', extolling the virtues of chivalry even as they cut down the innocent and feast on their flesh. Myth remains as a mockery of itself.

The Cannibal Saint reclaims his birthright, and sits on the throne of bronze and sandstone. Myth lives on, wretched and terrible, for millennia. The Saint cannot die while others know fear and hunger.





The Tower Wizards

For centuries, a cabal of wizards has ruled over the range of hills known as the **Wizard's Bluff (page 147)**. These five Tower Wizards have been enemies of Myth for centuries: the Fellhanded, the Waywarded, the Cogshaper, the Mosscloak and the Moonchild. Any covenants between these wizards is not worth the skin it is written on.

Good folk know not to enter the Wizard's Bluff, it's wizard country.

As our story begins, a half destroyed Sky Castle will limp over the bluff and fracture their loose alliance of the Tower Wizards. It is defended by Dastea the Thornfeet, a mercenary hired by the Cogshaper to capture the Sky Castle. The Sky Castle represents a vast wealth of ancient technology and magic, with many secrets concealed within. The Tower Wizards will kill each other for such power, and, once it is secured, turn it on Myth.

The Stargazer will task the cadre with claiming and defending the Sky Castle, making sure it does not fall into the hands of the Tower Wizards.

Legend

Millenia ago, the Drifting Barons arrived in the Barren atop their Sky Castles, enormous mountain-sized fortresses propelled through the sky by otherworldly magics. These insectoid survivors of a distant war were forced into conflict against humans, sacking many cities to the west and south, but their numbers were whittled down as their Sky Castles were ruined.

These Sky Castles were miracles of sorcery and engineering, a treasure vault of ancient technology. Within its guts is a **radden forge (page 245)** and atop its tallest tower is the Horizon, a telescope that can see the skins of foreign worlds. In addition to this, one of the surviving Drifting Barons pilots the vessel. This creature knows more of history and sorcery than any in the Barren.

Themes

This Doom is about wizards and magic, and the legacy of the Barren's history. Above all things, wizards desire power. The Sky Castle is a weapon, and if it falls into the wrong hands it will prove a great danger to Myth, perhaps destroying it.

No one can be trusted with the technology. Horizon, the radden forge or the Sky Castle are all weapons. They are just as dangerous in the hands of the Mystics as they are in the hands of the Tower Wizards. Perhaps they will be motivated by saving the world, rather than attempting to destroy it, but their actions still spell doom.

If the Sky Castle is returned to Myth, the final act of this Doom may well be stopping the Mystics from using the technologies of the Sky Castle. The Singer of Steel or Bloodlifter may create an apocalyptic weapon to stop the Great Drake or the Cannibal Saint using the radden forge. The Stargazer may seek knowledge, allies or escape using the Horizon. When the time comes, they must be stopped.

Cast

- The Fellhanded (*Corrupted, Cruel, Vindictive*): Occultist and demon binder, master of imbuing objects with spirits. Surrendered his flesh to a demon for arcane power. Despises the Stargazer, and also seeks the downfall of his fellow Tower Wizards.
- The Waywarded (*Pale, Curious, Cowardly*): Inherited the fleshy tower from her master, now she has seen the weeping eyes of the **Dreaming Ancients (page 230)**. Understanding what she has summoned, she is now fearful of their eventual arrival.
- The Mosscloak (*Empathetic, Distracted, Overgrown*): Lives in a tree grove, wound together into a tower. Stole the Heart of the Witch of the Woods, her old master. Is slowly being overtaken by nature and will soon become a god in her own right.
- The Moonchild (*Young, Quiet, Bestial*): A fugitive of Myth and lycan shape-changer. Friend to Mosscloak. Lacking the ruthlessness of his fellow wizards, but obsessed with undoing his curse.
- The Cogshaper (*Metallic, Grating, Emotionless*): An artificer, half her body replaced with gears and wires. A student of ancient Drifting Baron technologies. Craves knowledge of the sky castle, and will stop at nothing to obtain it.
- Dastea the Thornfeet (*Avaricious, Skillful, Inspiring*): A spellslinging freeblade who knows the Name of Iron. Master of a bronze sword named Shatter-steel, that splits metal blades it touches. In the employ of the Cogshaper to bring the Sky Castle to her. Leads a small company of freeblades.

Escalation

This conflict will become known in legends as the Tower Wars. This Doom is much more chaotic and less scripted than the other Dooms, and less structured. Every session, roll twice on the scenes for the **Wizard's Bluff (page 147)** to show what the wizards are doing.

It's up to the cadre to react to these, and make their own schemes and plans as chaos ensues.

Leads

- Negotiations and parlay with the Tower Wizards.
- Entering, capturing or destroying the Sky Castle.
- Fighting the Tower Wizards, or assaulting their towers.
- Breaking apart the alliances of the Wizards, so they fight amongst themselves.
- Allying with the **Branchpierced (page 166)**, who wishes to reclaim the Heart of the Witch of the Woods from the Mosscloak, and also kill his old rival the Fellhanded.
- Convince the Cogshaper, old apprentice of the Singer of Steel, to rejoin the Mystics.

Failure

Should the weapons of the Sky Castle fall into the hands of any wizard, it will spell Doom.

Should the Stargazer, Fellhanded or Waywarded possess the Horizon, they will use it to spy, communicate with and eventually visit the foreign worlds where their patrons live. The Stargazer wishes to speak directly with a star. The Fellhanded desires control over the **Cinderbeasts of Letha (page 230)**. The Waywarded desires to have this world consumed by the **Dreaming Ancients (page 229)**.

Should the Singer of Steel, Bloodlifter, Cogshaper, or Moonchild possess the radden forge, they will use it to power some great contraption or ritual. The Singer of Steel or Cogshaper attempt to build their own Sky Castle, or manufacture an army of automata. The Bloodlifter begins to build a weapon of some kind to kill the Great Drake or Cannibal Saint. The Moonchild builds some method of breaking his curse, but at great cost.

Every wizard has plots and schemes of their own. Any wizards worth their salt will know what havoc they would wreak with such power. All of this will end in destruction.



The Great Drake

THE earth shakes with the roars of the Great Drake. The mountains of the Cradle Range shall soon be undone by its escape. This dragon of legend lies imprisoned beneath the mountain range, bound in chains of wizard-forged brass. When it is freed then all those who live there will perish.

Sir Levir the Hammermight, chief of the order, fears the Drake more than all of Myth's enemies. He believes it will destroy Myth and burn the city. He has sent Sir Eli the Martyr, the noblest of the knights of Myth, to slay the creature at any cost.

As our story begins, the cadre will be tasked by the King to retrieve Sir Eli and prevent him from killing the Drake. The Stargazer has seen Eli's actions will only lead to death and failure. Eli does not trust the Stargazer, believing in the wisdom of his mentor, the Hammermight. Eli will venture first to the Greyford, and then to Crow's Perch to treat with the Stormeyes and secure the Drakespear from them.

Legend

A thousand years ago, the Great Drake, foremost of the dragons of the world, rampaged through the world, burning towns and cities. The Great Drake was mad with power, and a great hunger for destruction lived in his heart.

One of the great ancient heroes of Myth, Sir Malbyn Talloak, swore he would slay the Great Drake and save his people. The firstborn son of King Salazar wielded a dragon-slaying weapon, the Drakespear, and sought out the beast in single combat.

While he was victorious, their battle raged for days, unmaking and reshaping the Cradle Range. It is said that the drake cannot be slain while there is still fire in the world, so Malbyn's ally, the **Ringsmith** **(page 241)**, devised a solution. The wizard wove chains of bronze around it, before burying it beneath the mountains.

There it waits, but its chains shall soon be broken.

Some of the scholars of Myth know that Prince Malbyn still lives. He dwells in the Whispering Woods, imprisoned by a curse within the trunk of the oak tree from which he draws his name. His aid and knowledge would be of great use to the cadre in defeating the Great Drake.

Themes

Even the perfect man crumbles under this pressure. The weight of the Doom is suffocating.

Eli's story is the story of **INEVITABLE**. Will he accept his fate and die with grace, or struggle against it and linger in infamy? As the foremost hero of this age, the question is even more amplified than our characters.

Malignly influenced by his mentor, Levir, Eli will reap a savage path through the Cradle Range if unopposed. He will kill innocents to achieve his goal. Unless the cadre stands in his way, he will take the Drakespear from the Stormcrows by force, then butcher the Crownless that worship the Great Drake, and finally attempt to slay the beast by force of arms. He will fail. His attempt to save Myth will only result in rousing it from its slumber, and sending it on a rampage towards Myth.

The cadre must confront Eli on the nature of his own legacy and the morality of his deeds. Only once he is dealt with can the beast be slain. Killing him will earn the cadre great contempt amongst the lords of Myth.

Cast

- **Sir Eli the Martyr** (*Dashing, Gracious, Skilled*): A hero of Myth and storied knight, despite his young age. Said to be foremost of the order in matters of chivalry and combat. Unmatched with his silver spear. Plans to save Myth, no matter the cost to his life and honour. He has been sent by Levir to the Cradle Range to defeat the Great Drake.

  Eli travels with three companions: his squire Molke, the wizard Brightmoon and a taleweaver, Quellyn. On his journey, some of Eli's companions might come to doubt his righteousness. While Molke will stand with him until the end, Brightmoon and Quellyn can certainly be swayed.

- **Molke the White Bear** (*Impulsive, Large, Kind*): A smiling Northborn from the **Frozen Fields (page 194)** with braided white hair. She joyously serves as squire to Eli, and is next in line to knighthood within the order. She fields a mace in battle, and often reaches for weapons before words.

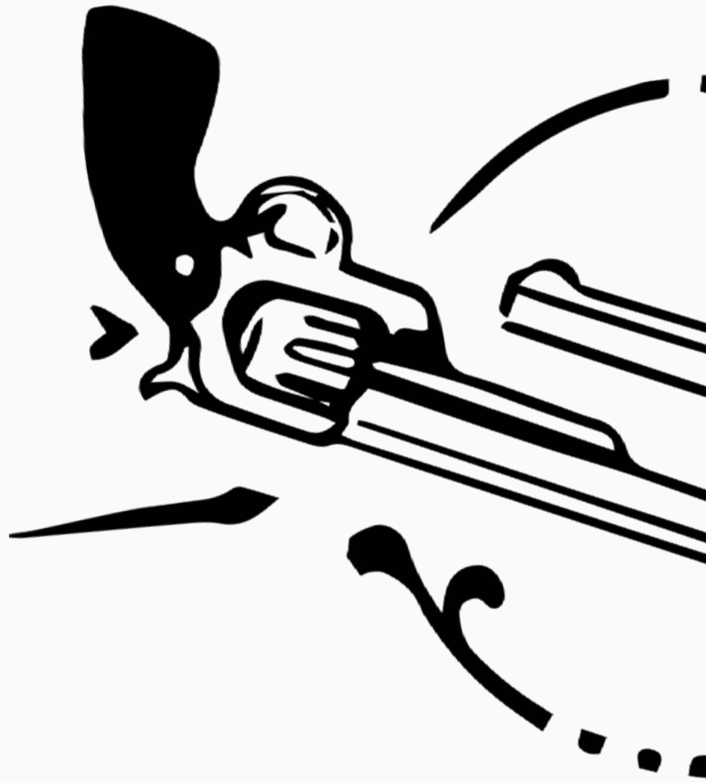
- **The Brightmoon** (*Young, Inquisitive, Rude*): An apprentice of the Stargazer with the gift of prophecy. Wielding the Names of Starlight and Gravity, she is a wise and capable companion of Eli on his quest to defeat the Great Drake.

- **Quellyn** (*Charismatic, Smiling, Meek*): A dashing taleweaver who travels with Eli, hoping to tell the heroic tale of his oncoming death. Regarded as a coward by his companions, he lacks their skill in arms.

  The Stormeyes oppose Sir Eli and his Cadre. They hold the Drakespear and will not allow it to come into Eli's hands.

- **Whitemaw** (*Imperious, Impetuous, Sorcerous*): Wise old witch with pale fangs. Intolerant of outsiders, particularly wizards. Remembers ancient wars with the Mythborn, but despises the Cannibal Saint even more.

- **Scalebreaker** (*Joyful, Brave, Mighty*): Son of Whitemaw, wielder of the Drake-spear. Finest warrior in the Cradle Range. Adores fighting challenges against those deemed worthy. Will fight to first blood against honourable and well regarded foes.



Escalation

- Eli refuses to pay the taxes of the **Greylord (page 184)**, and it ends in violence.
- Eli reaches Crow's Perch.
- Eli's negotiations with the Stormeyes fail, and it ends in violence.
- Eli claims the Drakespear.
- Eli fights and slays the **Crownless (page 218)** who worship the Great Drake.
- Eli tries and fails to kill the Great Drake.
- The Stormeyes declare open war on Myth.
- Once it is unleashed, the Great Drake destroys Crow's Perch.
- Once it is unleashed, the Great Drake destroys cities in the wider Barren.
- Earthquakes and volcanoes shatter the land, killing innocents.
- The Great Drake attacks Myth.



Leads

- Convince Eli to work with you, or slow his plans.
- Convince Eli's companions to abandon his cause.
- Secure the Drakespear.
- Convince the Stormeyes to ally with the cadre against the Great Drake.
- Convince the Crownless of the Range to ally with the cadre against the Great Drake, or defeat them.
- Convince the Giants of the Cradle Range to ally with the cadre against the Great Drake.
- Find or create powerful weapons that might kill the Great Drake.

Failure

Should the Great Drake be freed from the chains that keep it beneath the mountains, it will rampage across the Barren and eventually destroy Myth. It is not some petty drake, but a dragon with fire in its belly and wings that should block out the sun.

Any force of arms levied against it can, at best, result in a pyrrhic victory, even if great sorceries, magical weapons and entire battalions of soldiers are deployed.

Even should the Great Drake be killed, if Eli is also killed, the cadre will have earned the contempt of Sir Levir and worsened the conflict with the Warlord.

The Thronebreaker

The fallen knight, Sir Alymur the Upright, will not allow the unjust persecution of the people of Crescent.

The Duke of Crescent grows fat while the people starve under the weight of taxes. Roamers and beasts prey on the people, but where are the soldiers sworn to protect them? And once the Duke is defeated, tough questions begin. Why should this Boy-King rule Myth because of the name of his father? Should the people not own the land?

As our story begins, the Thronebreaker is in direct conflict with the Duke of Crescent. Most recently, some of her supporters put a tax collector to the sword. Sir Levir has sent the cadre to deal with the Thronebreaker, and capture and imprison her. On the sage advice of Sulvan the Sunblind, the cadre are under specific orders not to kill her, lest she become a martyr.

Legend

Sir Alymur the Upright was one of the Knights Errant. She squired under Sir Levir the Hammermight, and served the king nobly and capably for many years. She fought at the Violet Fields and was alongside those who defended King Malavan from the Cannibal Saint.

In the years before the Doom, Sir Alymur was instructed by the King to enact taxes on her homeland in the Stag's Demesne, taxes dearly needed to pay for the Mythic army. Journeying home and seeing the suffering this inflicted on her starving kin while the nobles of Crescent lived lives of luxury, she refused.

Upon her return to the capital, she returned her sword to the king, left the Errant Order and became an outlaw.

Alymur, now titled the Thronebreaker, gathers firebrands to her cause: an end of kings and their kingdoms.

Themes

Thronebreaker gathers the support of the people as she acts to rid Crescent of its cloying nobility and release its people from economic repression. She has sympathisers in every duchy, some more vocal than others. Once the duke of Crescent is dealt with, she will turn her gaze to Myth.

The lords of Myth believe she will not respond to reason. To these lords, compromises lead only to her gaining strength. This traitor must be put to the sword, as if it were a rebellion.

If this conflict makes you uncomfortable as a politically conscious person, this might be how your characters feel. This is a conflict that Myth should not win by force of arms. The Thronebreaker must instead be reasoned with or surrendered to, should the people of Myth not tear themselves apart from within.





Cast

- Thronebreaker (*Principled, Wronged, Beloved*): This fallen knight was Sir Alymur the Upright. Expelled from the Errant Order after refusing to enact taxes on her struggling homeland, she now rebels against the king.
- Duke Halbert Crescent (*Covetous, Manipulative, Beady-Eyed*): Luxuriates on the taxes raised on his struggling people. He is an aesthete and patron of the art, dwelling in the luxurious Willow Hall with his family. Seeks to crush rebellion at all costs, using the Rotten Spar, a roamer gang he has appointed as tax collectors.

These, amongst many others, fill the Thronebreaker's camps:

- Duland (*Patient, Greenhorned, Adoring*): The Thronebreaker's second in command, who once served as her squire before their exile.
- Karlond (*Muscled, Pacifist, Devoted*): A grainhauler that seeks peaceful resolutions. Considered a coward by her fellows.
- Pisca (*Tattooed, Greedy, Firebrand*): A roamer who aids the revolutionaries, but is mainly hoping to get rich. Is still willing to die for the cause if it comes to it.
- Betta (*Skulk, Ruthless, Vengeful*): A saboteur and arsonist. Most militant of the rabble, willing to see the city burn if she can kill her old rival, Sir Kervold the Trollblooded.
- Sapdrinker (*Druidic, Mysterious, Brittle*): A wisewoman whose cracked skin seeps amber. This Godsman of the Witch of the Wood is present here due to a pact of alliance between the Witch and the Thronebreaker. Ever an opportunist, the Witch seeks to undermine Myth's power.
- Tomais (*Wealthy, Opportunistic, Selfish*): A merchant, largely in an alliance of convenience who lends his monetary support. Plans to become an oligarch in the Thronebreaker's new regime.

Escalation

- Violence ensues between the Rotten Spar and the revolutionaries.
- One of the revolutionaries finds allies within Myth at large.
- The ghetman of **Verdant (page 142)** join the revolutionaries' cause.
- **The Wolf (page 142)** finds common cause with the Thronebreaker.
- **The Fisherman (page 156)** joins the revolutionaries' cause.
- The soot-stained miners of Coal join the revolutionaries' cause.
- The miners of **Crevasse (page 160)** join the revolutionaries' cause.
- **Aspen Tilda (page 161)**, or another bounty hunter, tries to claim the bounty on the Thronebreaker, possibly capturing or killing her.
- The Thronebreaker finds one of the bullets of Kingsgrief, and gathers the Roamer-Kings to her cause.
- The Thronebreaker seeks and finds the blessing of the Lakebound. She is great in virtue. Possession of the Ironwood grants her the right to rule Myth.
- Having defeated the bandits of Pike's Reach, **the Marshal (page 157)** is tasked by Sir Levir with dealing with the Thronebreaker.

Leads

- Find the camps of the Thronebreaker.
- Negotiate terms with the Thronebreaker.
- Convince the Rotten Spar to behave less violently, and incite less violence.
- Force concessions from the Duke of Crescent to the revolutionaries.
- Improve the quality of life of the citizens of Myth.
- Convince the Thronebreaker's allies to abandon her.
- Convince the Thronebreaker her cause is not righteous.
- Brand the Thronebreaker and her allies as villains in the eyes of the people of Myth.
- Capture the Thronebreaker and bring her in irons to Myth.

Failure

If the Thronebreaker wins, it breaks the spirits of the Mythborn. The king loses the support of the common people. The Errants and Mystics lose their faith in the king.

Should the opportunity present itself, the Thronebreaker will march on Myth, with the support of the people, and strip the king of his title and crown. This will not happen without conflict. Myth will burn if her enemies oppose her.

What happens next? It all depends on the nature of her victory. Regardless, she has no desire to rule herself, even though she is indeed worthy enough to earn the blessing of the Lakebound. What remains of Myth is fractured, and this broken land and its broken people lack the resolve to resist the other Dooms.



The Ravenclaimed

This amethyst-eyed wizard wishes to pluck treasures from the ruins of Myth once there has been a Doom. He is a conspirator and a manipulator, wreathed in shadow and possessing incredible magic. He is the architect of the Doom. He is the Ravenclaimed.

He will appear occasionally throughout the campaign, and speaks to the cadre as if they were old and trusted friends. He manipulates them into following his desire, or prevents them from achieving their own goals.

Legend

The Ravenclaimed has lived for centuries. Tales sing of his evil and his talents for deception.

He dwells in The-Tower-You-Shall-Never-See in the **Mythic Range (page 138)**, hidden by glamours and unknown to all by him.

He wears the Ring of Shadows, taken from the tomb of the Grey Mancer in the Cradle Range. He seeks more rings, and hunts the Ring of Stars and the Ring of Dawn. Most of all, he craves the Ring of Void, rumoured lost to the world.

His skills are of glamour, geas and enchantment. He does not use spells of violence and evocation.

He wields a gun named Umbra, which fires bolts of darkness that pierce flesh and iron. It will not fire by day. Umbra is sentient, craven and fears the sun.

His heart is cast in amber and hidden atop his tower in a **sandalwood box (page 244)**. He cannot die while it exists. He will simply collapse into shadow and reform in his tower. It is said he has died a hundred times. He will gloat of this to all who listen.

Themes

There is no direct plot associated with the Ravenclaimed. His plans to destroy Myth were set in motion decades ago. The seduction to darkness of the Cannibal Saint, the curse placed upon Queen Isoldaire and her sickly son, the death in battle of Malavan, the rumours of Rubain's bastard birth, the bitterness of Levir, the discontent of Sir Alymur, the Sky Castle drifting towards the Wizard's Bluff, the weakened chains of the Great Drake. These are all his plans.

He taunts, mocks and insults, hoping to goad his foes into foolish violence and overexpose their position. Manipulation is always his play, rather than violent conflict. He works through proxies, sometimes manipulating them and sometimes appearing in their shape and form via glamour. He wears the names, faces and voices of your friends and enemies. He has been at times Levir, Isoldaire, Dyst, the Outcast and many others.

Throughout your game, occasionally decide an NPC the cadre are interacting with is in fact the Ravenclaimed. You could give them a clue, but they will likely never notice the NPC was not as they expect. He also might lay a geas upon a NPC, meaning they act under his influence.

Cast

- **The Ravenclaimed** (*Conspiratorial, Deceptive, Glamoured*): A rogue wizard, draped in shadow and conspiracy. Scheming to destroy Myth and pluck treasures from its ruins.
- **Artalax:** The Ravenclaimed is attended to by a raven-shaped Cinderbeast bound in shadow. It can fly at great speed in perfect silence. It has claws of black steel and it drinks blood. Through its eyes, the Ravenclaimed can see the past, present and future.
- **Wayfinder** (*Hoary, Lanky, Resentful*): An apprentice of the Stargazer, he acts as royal cartographer and maintains the maps used by the two orders. Jealous of other wizards, he desperately seeks status as a true Mystic. He hopes to requisition a cadre to assist him in locating the Cartographer's Mount. Through the science of this outpost, the The-Tower-You-Shall-Never-See can be found.



Escalation

- He might apply any of these plans to you, or someone you love, or someone you hate.
- He appears suddenly, and speaks with you while you sit around a campfire.
- He tells you you are his friend. You believe him.
- He mocks and taunts you into foolish action.
- He places a dream in you while you sleep.
- He cuts your heart from your chest and casts it in amber so you cannot die.
- He lays a geas upon someone you trust.
- He steals your face and tells others of your darkest secrets.
- He drives you to violence.
- He cures you of your doubts. Confidence kills you.
- He sings a song about you in a tavern. Now everyone hates you.
- He pecks out your eyes and leaves you blind.
- He fills your lungs with raven feathers, and you cough and die.
- He places fear and hatred of you in the hearts of those you love.
- He steals your shadow.
- He tricks you into killing someone you think is him.
- He appears, wearing the skin of another.
- He plucks hope from your bones.
- He allows himself to die and be born again in the roots of a sandalwood tree.
- He challenges you to duel and shoots you dead.

Leads

- Kill the Ravenclaimed, buying yourself a few days before he is reborn again.
- Uncover one of his disguises.
- Find the Cartographers Mount, and locate the The-Tower-You-Shall-Never-See.
- Assault The-Tower-You-Shall-Never-See.
- Destroy his grove of sandalwood trees so he can only die once more.
- Beg him for forgiveness.

Failure

Myth burns. Someone else does the killing blow for him. The Ravenclaimed plucks treasures from your corpses. He lives forever and never dies: immortal, impertinent, immutable.

The Warlord

RAGE fills the heart of the greatest knight that Myth has ever known. They sing songs of his valour, but he is too old and his joints have seized with pain from age and injury after decades of battle defending the values he holds so dear.

Sir Levir the Hammermight leads the Errant Order. Knights and wizards heed his every word. Armies follow his command. He is the foremost amongst the servants of the crown.

He is doomed to fail, and has little strength left in his weary bones, but that won't stop him burning down everyone and everything around him trying.

Legend

Sir Levir the Hammermight is an old knight, First Errant and Chief of the Order. When he was a younger man, he was a hero, an ambassador and a general. He has served four kings. Once upon a time, Malavan was his squire. No knight since the order's formation has been spoken of in more tales than him.

He hunted down the Blue Witch, lanced down the consort of Whitemaw, faced the Branchpierced in a gunfight, slew a clutch of drakes at Verdant, forced the Beasts of the Green into submission, hammered down the white door of Greyford rebels. He is a legend and every Errant aspires to be him.

At the Battle of the Violet Fields, Sir Levir failed.

He almost died. His King died while he was bleeding on the ground. Levir lay in a coma for nine months. They built a statue for him on the Acropolis of Knightsholme. When he awoke, he blamed himself for the death of his mentee and his king.

His injuries mean he can no longer fight. He is a hunched old man who walks with a limp, leaning on a walking stick. He still likely towers over the Cadre, even with his new posture. He wears his old breastplate out of pride. He wants nothing more than to fight one last time.

Themes

Levir thinks himself a father figure to King Rubain. In fact, the king is actively scared of him. In his old age, Levir has become an ancient, brooding, fearsome man, so filled with bitterness it is a miracle he still stands.

Myth is doomed. Its fall is inevitable. Different characters handle this in different ways. The King, guided by Isoldaire and Sir Dyst, are acting passively, they fear that by sending armies out and addressing problems, they simply make them worse. They are correct.

Levir would send armies to destroy his enemies. He would meet them in battle and die nobly. To Levir, every fool who does not share his opinion simply lacks resolve.

Sir Levir is the single most important character in Myth. He is every theme of the game boiled down into a deeply flawed person. He is struggling, violently, against the inevitability of the setting, and his resolve to do good has failed. He is a walking metaphor for **INEVITABLE**, and everything the cadre should try not to be.

Levir is not a sneering villain like the Tower Wizards, the Cannibal Saint or the Ravenclaimed. He desperately wants to do the right thing, does not know what it is and is too proud to ask for help. For now, his only sin apart from hypocrisy is his willingness to do violence. Play him as a disappointed father, who will only show pride in his children in exchange for displays of violence and duty. He is toxically obsessed with honour.



Cast

The struggle at court is split between the followers of Levir, known as the Defenders, and the followers of Sir Dyst the Sable, known as the King's Men. The Defenders seek to save Myth through violence, whereas the King's Men believe the fate of Myth is set and that struggle will only increase suffering.

Amongst the Defenders are:

- Sir Levir the Hammermight (*Ancient, Brooding, Fierce*): Lord Errant and first knight of the realm, a legendary hero of Myth. Injured at the Battle of the Violet Fields. Leads the Defenders, a violent faction who have resolved to die with their swords in their hands.
- Sulvan the Sunblind (*Passionate, Stern, Old*): A living saint and prophet of the Justicar, god of the peaks and the mountains. Holds the ear of the king, but is untrusted by the Queen-Mother.
- Sir Eli the Martyr (*Dashing, Gracious, Skilled*): A hero of Myth and storied knight, despite his young age. Said to be foremost of the order in matters of chivalry and combat. Unmatched with his silver spear. Plans to save Myth, no matter the cost to his life and honour. He has been sent by Levir to the Cradle Range to defeat the Great Drake.

Also within their ranks are the Bloodlifter, Sir Kervold the Trollblooded, Sir Andar the Maimer and Sir Kathryn the Tall.

Amongst the King's Men are:

- Queen Isoldaire the Barren Mother (*Beautiful, Caring, Patronising*): Malavan's widow, acting as regent for her son. Cursed by her family's enemies and said to be incapable of having more children. Too cautious, not willing to bend or break prophecy.
- Sir Dyst the Sable (*Advisor, Elegant, Scheming*): Once the king's cupbearer and royal paramour, now advisor and (rumoured) beloved of the Queen-Mother. A better courtier than a soldier.
- Strandmon the Councillor (*Sagacious, Inquisitive, Patient*): Follower of the Shadowkeeper, god of secrets and the dusk. A skilled courtier and advisor to the Queen-Mother and Sir Dyst. Runs a soup kitchen in Myth that feeds refugees.

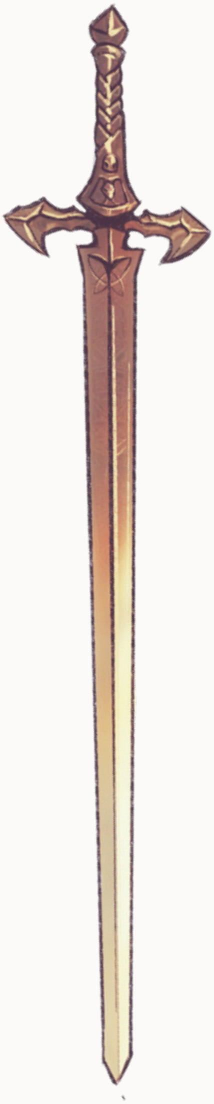
Also within their ranks are Sir Rywe the Bonethrower, the Beloved, the Arcanist and Sir Artoum the Throneguard.

Both parties seek the approval and alliance of others within Myth. The Stargazer, Sir Siffa the Grey, the Singer of Steel and the king himself are the most influential of the undecided parties.

If Levir overplays his hand, Queen Isoldaire and Sir Dyst will put him in his place. He sees the King as under their finger. He will seek to undermine their position and install himself as Lord-Regent until Rubain comes of age. Even the most charitable view would see this as treason.

Escalation

- Levir sends a knight to destroy one of the Dooms.
- Levir sends an army to destroy one of the Dooms.
- Dyst is selected to be fed into the **Wizard's Font (page 244)**.
- Levir insults, disciplines or expels one of the King's Men for cowardice or some other missing virtue.
- In his rage, Levir, or one of his allies, challenges one of the cadre to a duel.
- Levir persuades one of the neutral parties to join his faction.
- Levir commits overt treason.



Leads

- Convince Levir to compromise with the King's Men.
- Convince one of the Defenders to abandon Levir's cause.
- Discredit Levir or one of his allies.
- Assuage Levir by convincing the King's Men to follow his plans.
- Convince a neutral party to join the side of one of the factions.
- Follow Levir's orders, but achieve a final result that relies on diplomacy or reason rather than violence.

Failure

There are two endings to this Doom.

In the first, Levir locks Dyst and Isoldaire in irons and rules Myth as lord-regent. He sends to armies of Myth to crush its enemies. Some battles against the other Dooms are won, but others are brutal defeats. Myth spends its final days in battle and the city burns.

In the second, Levir is imprisoned for treason and Myth is commanded by Dyst and Isoldaire, who live in malaise and command no violent action. Without Levir to command their armies, Myth spends its final days waiting for the Doom and the city burns.

Any version of the result that results in Levir dead creates great rifts in the court of Myth. His followers will despise the cadre, perhaps even abandoning the king and his cause.





The Battle of the Violet Fields

WHAT happened at the Violet Fields? Despite this day being pivotal in the history of Myth, we have spoken of it very little. In this section, we'll keep the details vague so you and your group can decide during play what happens.

Here are the facts:

- The Cannibal Saint raises an army, and marches on the Border Forts.
- A Lumbering Shrine destroys the Forts, and the city of Release, and then marches on Myth.
- King Malavan gathers an army, with thousands of soldiers and almost the entire Mystic and Errant Orders.
- The Rockweaver, one of the Mystics, manages to destroy the Lumbering Shrine, dying in the process.
- King Malavan and the Cannibal Saint fight, and Malavan is slain.
- Sir Levir arrives too late to protect his king, but manages to defend the sovereign's corpse for a while. Levir is later injured and is cast into a deep coma and presumed dead.
- Rangvid and his cadre of false knights spirit away the king's corpse.
- A knight, Sir Ivo the Carrion, is captured by Sir Rangvid and taken back to Visage.

These are the focal moments. You may see them during play, or they may be set dressing while the players focus on a different part of the battle.

The Battle of the Violet Fields ends in a big Endgame, with three successful Showdowns required to end the battle in a pyrrhic victory.

OR A PREQUEL?

Alternatively, you can use the Battle of the Violet Fields as a session zero.

Playing the Battle of the Violet Fields

Let's talk about how to play the Battle of the Violet Fields.

Those players whose characters were present and active at the battle play their normal character, but with one less Reputation than normal. These characters can earn their final Reputation by playing out their actions in the lead up to and at the field of battle.

Those players whose characters were not present and active at the battle play a new character. This might happen if their normal character was too young or too inexperienced, for example the squires or apprentices of the serving Errants and Mystics at the time, not in service to Myth at the time, or if it has been established in the campaign that they were present elsewhere during the battle.

Make these new characters like a typical INEVITABLE character. You can either:

- Play someone who died at the Battle of the Violet Fields, such as the Rockweaver, Sir Ardun the Leal, Sir Bielt the Unflinching or even King Malavan himself.
- Play a character alive in the present, such as Sir Levir, Sir Siffa or the Bloodlifter.
- Make up a completely new character, possibly a mentor, lover or friend to one of the cadre.

Keep character creation speedy: choose a class and equipment, then generate three Reputations. As you play, any abilities, contacts or deeds it makes sense for the new character to have, just generate them on the fly. You can make a full new character if you want, but it might be boring if some of the party agree to play their normal characters and then the others spend half an hour creating new characters.

Mythic Reputations

In this prequel battle, you decide how the first days of the Doom of Myth will be remembered by creating a new set of Mythic Reputations.

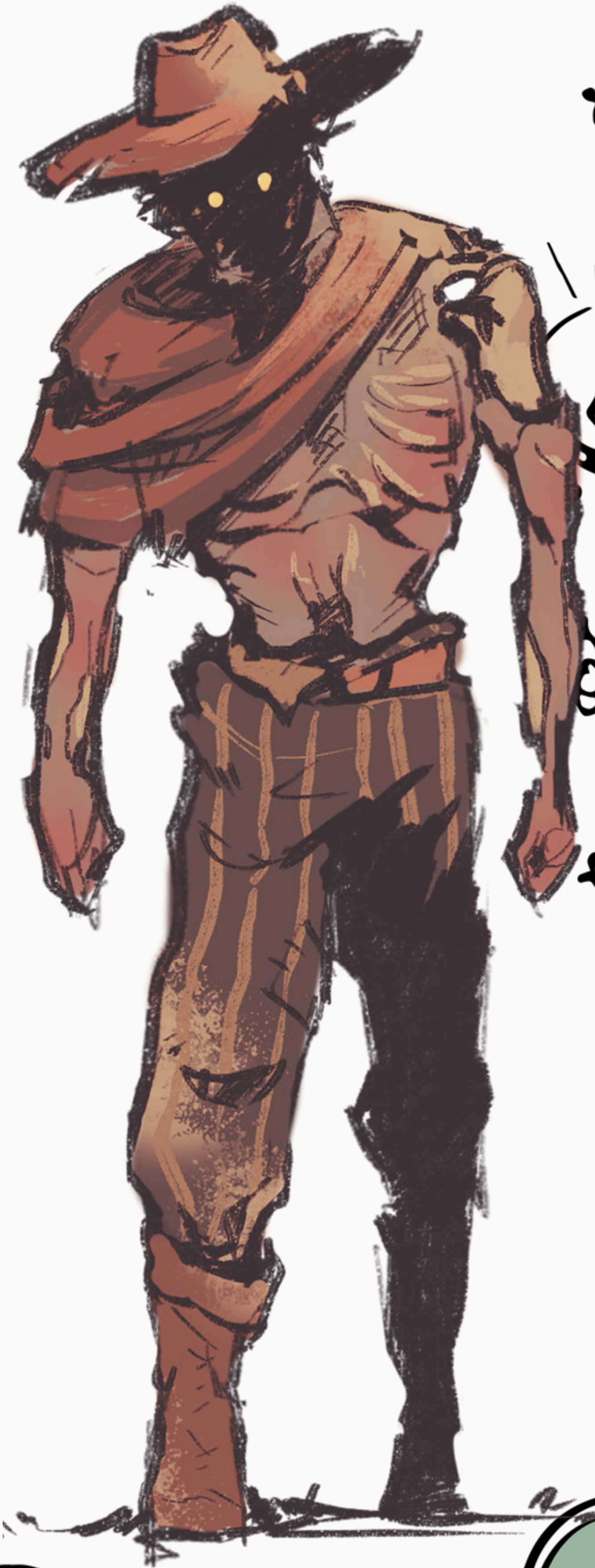
As we play out what happened at the Violet Fields, the cadre can gain a new set of Mythic Reputations, that show how the people of the Barren and the Tales regard the conduct of Myth in its final days. Deciding these Mythic Reputations are a good source of Costs and Consequences for Challenges and Showdowns at the Battle of the Violet Fields.

These Mythic Reputations can be used by the Errant in their Servant of the King ability, but can also be invoked or used to hinder characters in Challenges.

Each character can invoke one of these Reputations once per Doom Refresh. If they want to invoke one of these Reputations again, they must add a point of Threat to a relevant Quest.

The GM can use one of these Reputations to hinder a character once per Doom Refresh per character. If you want to use one of these Reputations to hinder a character again, give the player a Showdown Token for a relevant Quest.

Once the Reputations of Myth are set during this session, changing, removing or adding to them can be used as Costs or Consequences in any situation where it might be relevant.





Realms of Myth

Let's explore the various regions and landmarks of the realms of Myth and the adjacent lands.

The Desert

The land is dry, but not scorching with heat. It freezes by night. What little nature there is relies on water, and that water relies on **Wizard's Fonts (page 244)**.

The Barren is dry because the gods have forsaken Myth, and rain is their tears. The Stormlord scorned Myth for abandoning his worship. The Witch of Woods hoards her wealth of water for her own graceful realm. The Lakebound has departed Myth to dwell in her palace beneath the Salt Sea, if she ever existed at all.

The Firmament

The moons dance and lurk in the deep sky, always watching: Ezra burning his signature ochre and Constance shimmering with her own glossy teal. Some songs speak of them as siblings, others as lovers. There are a thousand stories as to how they ascended to the skies.

Sometimes, they're absent for weeks, or they hang in the sky for weeks in a single spot. They have no regularity or sequence. They are seen both apart and together. The orders of seers who plot their movements cannot render head or tail or their erraticisms. At times, different parts of Myth have recorded them in different places at the same time. They appear in different sizes and moods and viscosities, but always full and always gleaming. Seers and their telescopes claim to see shifting landscapes upon their distant skins.

They are known to arrive at the behest of wizards. They appear ominously to watch moments of great import. The moons are said to grow wilder as the Doom of Myth grows more rampant.

Only wizards know to watch the stars. The moons are omen enough for the common man. The stars of distant worlds glitter in the firmament nonetheless, waiting patiently.

The Rogue Moon

Heterodox astrologers claim to know of a third rogue moon, a faint and ghostly ghost in the sky. Archaeological records corroborate this heresy, implying a third, purple moon once stood in the sky, but was destroyed, hidden or stolen in the time since antiquity.

Generate a Firmament

To generate a firmament, roll a D6 each of the following elements for Constance, Ezra and the stars and clouds:

1–3.	Absent or Disappeared	4–5.	Present	6.	Present In Force

For each Present, or Present in Force, generate a position, mood and omen:

Position					
1.	Above, gloriously	5.	Hiding behind a cloud	9.	Pursuing you
2.	Above, incidentally	6.	Arcing across the sky	10.	Chasing another body
3.	Lingering at an angle	7.	Passing above	11.	Eclipsing another body
4.	Lurking on the horizon	8.	Fleeing from you	12.	Dancing with another body

Mood					
1.	Soft	15.	Cloud-coated	29.	Bright
2.	Gleaming	16.	Matt	30.	Cutting
3.	Shining	17.	Glossy	31.	Spluttering
4.	Sharp	18.	Stormy	32.	Pale
5.	Glimmering	19.	Shrouded	33.	Anaemic
6.	Harsh	20.	Dusty	34.	Ghostly
7.	Enchanting	21.	Roiling	35.	Roaring
8.	Predatory	22.	Swollen	36.	Cowardly
9.	Demure	23.	Glowing	37.	Songlike
10.	Eye-catching	24.	Hungry	38.	Rasping
11.	Hungering	25.	Turgid	39.	Meek
12.	Glittering	26.	Turbulent	40.	Quiet
13.	Gleaming	27.	Murky	41.	Faint
14.	Sparkling	28.	Dim	42.	Furtive

Omen					
1.	Ominous	3.	Ambiguous	5.	Fortuitous
2.	Foreboding	4.	Even-handed	6.	Blessed

Moonhues

The moons cast their light across the world, leaving moonstains upon the colours of the world, especially at night. Tangerine desert, a mountain range of greys and mints, a river that glows like marmalade.

The moons should never seem mundane. They are sorcery.

Ezra's Moonhues			
1.	Tangerine	6.	Russet
2.	Clementine	7.	Tangelo
3.	Amber	8.	Saffron
4.	Marmalade	9.	Hesperidium
5.	Tawny	10.	Citrine

Constance's Moonhues			
1.	Mint	6.	Jade
2.	Emeraldine / Emerald	7.	Celadon
3.	Iridescent	8.	Vertan
4.	Verdigris	9.	Lime
5.	Parsine	10.	Fern

Regions

Regions are swathes of the Barren, often hundreds of miles across. There are landmarks inside these regions, and while narrating travel you might come across scenes, aesthetics and people.

Landmarks

Landmarks are notable or important places within a given region.

Some of them are just a single paragraph of description, while some major landmarks (usually big cities) are filled with their own selection of places, people and scenes.

All landmarks are either:

- **Known:** A well-marked location that is regularly travelled to by Mythborn (Myth, Carcass, Greyford).
- **Wild:** An unsafe location off the beaten track, rarely travelled to by Mythborn (Crow's Perch, the Fell Circle, the Orange Keep).
- **Hidden:** A dangerous location shrouded in tale and legend, perhaps not travelled to by Mythborn in centuries or decades (The Witch's Court, the Waters of Oblivion, the Forge of the Ringsmith).

Wild and hidden landmarks are difficult to reach and may require multiple Challenges.

Aesthetics

An aesthetic is a description of a particular area or feature of the region. Occasionally they come with prompts for the players to answer, deepening their connection with the world. Use them as an opportunity to tell the cadre stories or information about the world.

Scenes

Narrate the scene and allow the players to interact with it. Sometimes this is a narrative or roleplaying encounter, and sometimes overcoming it involves a challenge.

If a starting disposition of who or what the cadre meet is not mentioned, roll a reaction to see how they respond:

1. Helpful
2. Friendly
3. Indifferent
4. Wary
5. Unfriendly
6. Hostile

If you ever need a different Scene, try using one of these. Sometimes they refer to nearby landmarks, randomise one or choose one that makes sense. If it refers to a Doom, randomise one or choose one that makes sense based on the region.

1. One of the Errant Order appears upon the road, tasked with the defence or destruction of a nearby Landmark.
2. In the distance, you see the tiding of a Doom. Increase that Doom's Threat by 1.
3. Alondo, one of the Tower of Falcons, soars above and lands before the cadre. She delivers a message from the capital, demanding the party return to court once their duty is completed.
4. A column of soldiers march towards a nearby landmark.
5. In the distance, a nearby landmark burns, under attack and soon to be destroyed by one of the Dooms. If you do nothing, it will be destroyed and all inside will perish.

Worst comes to worst, a random character appears and converses with the party. Depending on their reaction, they might ask them for aid, converse with them, taunt them or try to kill them:

1. **The Ravenclaimed**
2. **The Branchpierced**
3. **An Errant:** Roll D12 and choose from The Cast at Court
4. **A Mystic:** Roll D12 and choose from The Cast at Court, including the apprentices
5. **A Road Mage:** Roll D6 from the **wizard list (page 227)**.
6. **A Roamer-King:** Roll D12 from the **roamer list (page 225)**.

People

People are NPCs with a reputation who dwell in a region or landmark. Like scenes, roll a reaction with them if their relationship with the cadre isn't obvious.

Places

Major landmarks often have specific places within them that are important. There are places NPCs or scenes might occur, or locations the cadre may wish to go to.

Journey Procedure

When travelling the cadre should set a goal:

- **Pass through a region:** Head from one region to an adjacent one on the map. Roll a single scene and aesthetic and narrate it to the party.
- **Reach (or find) a landmark:** Choose a landmark the cadre want to reach. Decide how easy and well known the location is, then roll a Challenge:
- **Known Landmark:** Roll a single aesthetic, plus a single scene if you fail or partially succeed.
- **Wild Landmark:** Roll a single aesthetic and scene, plus an additional scene if you fail or partially succeed at the Challenge. Resolve them successively.
- **Hidden Landmarks:** Roll a pair of aesthetics and scenes, plus an additional scene if you fail or partially succeed in the Challenge. Resolve them successively.

Time Passing

If the cadre dawdles or passes time within a region or landmark, or you just want to make things interesting, roll a new scene and aesthetic.

Multiple Scenes and Aesthetics

When you narrate a journey, sometimes there are multiple scenes, people and aesthetics.

If there are aesthetics, narrate them one after another, separated by a short period of time.

Sometimes, scenes and people can be separated by time. In other instances, they might happen at the same time. Choose the most compelling option.

If you repeat the same aesthetic, it may mean you are passing through a single large location, or coming across the same location a second time on a different journey.

If you repeat the same scene, it may mean you come across the same event again.

In either instance, either reuse the element or re-roll it for a more interesting one.

Travel Time

How long does it take to get from one region or landmark to another? The roads of the Barren are poorly trod and changing, and the world itself is vast and unmapped. Measure journeys in days and weeks, not hours.



The Crownlands

Well-trodden roads between unhealthy fields of oat and wheat. Clearly marked road signs point to the ruins of ancient villages. Smoke climbs from scattered farmsteads. These are the occasional reminders of all too recent battles.



Landmarks

1. **Holdfast:** Oldest city in the region. Walled and held by the bastion of Raldon the Daring. Like his city, he is well beyond his prime days. Stories of ancient heroism are sung from the taverns.
2. **Crossing:** The last royally maintained bridge for miles. Those that cross are saddled by harsh taxes from its lord, Angbar the Collector. Many subjects try their luck with roamer-run barges further downstream.
3. **Watch:** A fortress city fashioned from set-stone and corrugated iron, on an outcrop above the Salt Sea. Its soldiers make up the grim-faced bulk of Myth's armies. Its commander, Rhona, is an old warrior companion of the Hammermight.
4. **Release:** This ruin was once Myth's second city from before it was ravaged and butchered by the Cannibal Saint. Now a lordless expansionist's haven, where people set out for new lives on top of the ashes.
5. **The Red Crag:** In the foothills, a high rock guards a famed roamer camp, currently held by the widely mocked roamer-king **No-Wit (page 223)**. It is impossible to approach without being noticed by the dozens of rifle-armed watchmen. Occasionally, an Errant or the army assaults the place with force, but the roamers simply flee through the caves and emerge in the Mythic Range.
6. **The Freshwood:** A forest of bleached wood, logged to devastation to feed the industry of the kingdom. The wind whistles through the stumps.

TENLAS THE GOURMAND (*TOWERING, WARLIKE, INPATIENT*)

A half-giant warrior who wields a column of masonry ripped from a ransacked temple. Strong enough to breach walled cities. He leads raiding parties into the Crownlands, hoping to sack cities, and eventually consume a knight at the Violet Fields.

Aesthetics

1. A battlefield with broken spears and shattered shields. Dry bones jut from the dirt. Why has no one buried these people?
2. From a hilltop, you can see the great flats of the Salt Sea stretching out to a fathomless, featureless distance.
3. The farmlands give way to a field of purple flowers. The dying flowers wilt and dead petals drift on the breeze.
4. A burnt out village, sacked by the Cannibal Saint's hordes. No corpses left, but still stinks of crisp flesh for miles downwind.
5. A party of horsemen throw up dust along the horizon, riding along the King's Road. They are the posse of the roamer No-Wit, fourteen strong, and armed with firetubes.
6. In the distance, a landmark burns, under attack and soon to be destroyed by one of the Dooms. If you do nothing, it will be destroyed and all inside will perish.

Scenes

1. A group of freeblades hunt a wounded farmer with a purse of stolen coins through the lowlands. They call it frontier justice.
2. Sio, Rlin and Wynne, a trio of weary pilgrims pray at the grave of a fallen Errant, Sir Lauibeth the Hauberk.
3. A royal messenger races past you on horseback, carrying a message from the Border Forts to Sir Levir.
4. The oat fields are fallow and burnt. This was no farmer's doing, Tenlas the Gourmand is raiding these lands. Tracks lead north.
5. The Beloved, revenant knight of the king, rides along the King's Road, tasked with the defence or destruction of a random landmark.
6. A war party of the Endless Horde, four-score strong, rampages through the Crownlands. They are led by the Gourmand.

Myth

The king's city, in the shadow of the citadel of Knightsholme and its five towers. Affluent, with the streets filled with song and joy. The people here have not yet made terms with the Doom.

People

1. **Rimly** (*Deceptive, Skulking, Cloaked*): An androgynous fixer with their face hidden beneath layers of cloth. They know everyone in the city, and can arrange a meeting for a favour. Dwells in Blue. Rumoured to be in the employ of a foreign wizard, but above the attention of the marshals due to their friends at court.
2. **Diedre** (*Subdued, Famous, Picky*): A roamer-queen who found glory in the service of King Calbert. Past the days where she held a gun on her hip, she now runs the Sword and Staff, a famous drinking spot. Would sooner tell a tale than hear it, and quickly decides which of the cadres who serve the king that she likes and dislikes.
3. **Karnloth the Wineblooded** (*Joyful, Huge, Distasteful*): A warrior poet from the Frozen Fields, red of beard and nearly as broad as he is tall. Carousing his way around the capital on a 'writing sabbatical,' he befriends knights and hunts stories worthy of song. Nemesis of Diedre. Hoping to return to his homeland with an epic tale of the fall of Myth.
4. **The Powderer** (*Talented, Canny, Unkempt*): An artificer wizard in royal employ, who crafts guns and bullets for the Errants. Works out of her gunshop, The Final Chamber, in Foundry. She is a talented wizard but a poor sage, caring only for her narrow field. If a Mystic dies, she is rumoured to be next in line for a tower. She constantly sends out parties of freeblades and cryptdiggers to bring home interesting, arcane and even illegal materials for gunsmithing.
5. **Falonmi** (*Old, Grumpy, Sagacious*): Current chief archivist of the royal archives, this sagacious scholar is a favourite confidant of the Mystics, despite not being a mage himself. Carefully conceals an addiction to gravedust, a hallucinogenic drug that gives dreams of the dead, supplied by Rinly. Dislikes visitors, especially knights, and may refuse service without a royal command.
6. **Gravetender** (*Quiet, Unsociable, Blind*): Warden of the Row of Tombs, and godswoman of **the Loam** **(page 44)**. Has an eidetic memory, and can remember every corpse interred in her one hundred and ten year service. Conceals her ability to commune with the dead, known only to Sulvan, Cajahr and Levir. Would be chased from the city if the secret of her necromancy was known.

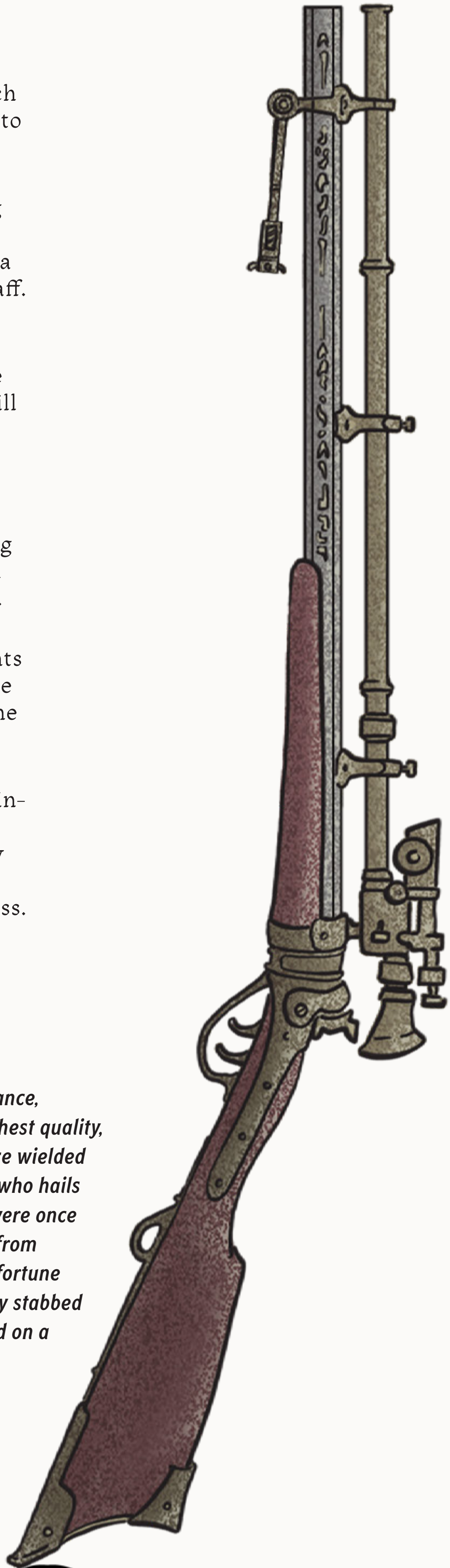


Places

1. **The Blue:** A district of narrow streets where merchants gather between faded blue awns. Smells of incense and foreign teas. A constant peaceful bustle at all hours of the day.
2. **Foundry:** The smithers ring clear and loud, fashioning arms and armour from the king's armies. The artisans compete for the affection of the Steelweaver, who alone knows the secrets of Mythic steel.
3. **Fountain:** The sound of rushing cool water runs through the city. This desirable district sits beneath the stairs of Knightsholme. Folks gather at the legendary drinking hole, the Sword and Staff, where half the legends of Myth begin.
4. **Reed:** A wide pool upon the King's River, where reeds grow and are farmed to feed the libraries of the royal archives.
5. **Row of Tombs:** Beneath the acropolis of Knightsholme are sealed tombs of slate where the honourable and great of Myth are buried. Maintained by a blind godswoman, the Gravetender. The Hall of the Acorn, the current royal line, dominates the graveyard. A narrow path, only used on the return from a funeral, snakes up the hill.
6. **The Royal Steps:** An extension of the King's Road clings to the hill. Guarded by a half-hundred towering statues of famed knights. Sulvan the Sunblind knows how to sing the statues to life, should the city be threatened. He and Levir often consult them for wisdom in times of need. Among them are six prominent knights:
   - **The Cloudtamer:** Sir Halamyr, the godsman-knight of the Storm and Gale, who wielded the blade Thunderer and the Ring of Storms. Fought wars against the giants of the Cradle Range.
   - **The Hammermight:** Sir Levir, built after he was injured and thought dead at the Violet Fields. Vanquisher of the Blue Witches. Lead the Errant Order in the wars against the Cannibal Saint.
   - **The Steedbreaker:** Sir Kallax, who caught and tamed the first horses in ancient days. Learned to speak their tongue, then made a treaty with steeds of noble birth. Also titled 'The Ancient', they are the first of the line of royal stablemasters.
   - **The Grimblade:** Sir Passis, wielder of that same sword of sharp black glass. When she was young, she killed Old Stormeye in the Riverwars, and brokered the peace that ended them when she was old.
   - **The Needler:** Sir Osli, a wizard-knight who fashioned an iron cloak weaved from swords using witches' hair. He fought his foes with these sorcerous blades that danced without the touch of his hands.
   - **The Willowhaft:** Sir Erwhon, from whom the trees flee in fear. She stole the leaf-stringed bow of the Witch of the Woods, and threatened her ambassador, the Branchpierced, into great concessions during peace talks.

Scenes

1. A column of grim-faced soldiers march west towards the Border Forts, ready to face the hordes of the Cannibal Saint. The troops look younger every year.
2. People gather in the streets, gossiping amongst themselves. It is said the Karnloth the Wineblooded will share a new tale tonight in the Sword and Staff.
3. Erikh the Lampblack, renegade godsman of the Loam, has begun performing mass funeral rites for the citizenry, knowing all within Myth will die soon. The city guard hunt for any excuse to place him behind bars.
4. A gunfight erupts outside a tavern in the Blue. Sarahe and Wilburth, a pair of petty nobles with low ranking military positions fighting a duel with firetubes over some matter of honour.
5. A makeshift procession has formed on the royal steps, as one of the Errants has returned to Myth for the first time in months. Roll a reaction to determine the mood of the crowd; do they sing with joy or weep?
6. A song can be heard from the mountain-top. Sulvan the Sunblind is holding sermons from across the valley. Many of those in Myth watch him, or fall to their knees in prayer to beg forgiveness.



A SUDDEN THUNDER

A rifle inscribed with the runes of vision and distance, possessing a folding bipod and a scope of the highest quality, capable of spying targets from leagues away. Once wielded by the mercenary and roamer Rodrigo the Glass, who hails from the distant Glasslands, where such scopes were once common. Rodrigo boasted he could kill someone from distances only a wizard could scry, and earned a fortune from legendary kills. It is said an allied mercenary stabbed him in the back for his gun while he had it trained on a target on the horizon.

The Acropolis of Knightsholme

This home of the kings, knights and wizards is a holy hall of sandstone pillars, built on an acropolis. It has four wings, merged in recent years with the Obelisk, the black tower of the Stargazer.

People

There is an entire chapter of the book dedicated to the various people of Knightsholme, including the various members of the Errant and Mystic Orders, as well as the royal family **(page 197)**.



Places

1. **The Mythic Door:** At the end of the royal steps, these double bronze doors guard the castle. They are sealed by magic and watched by the knight-protector, Rywe the Bonethrower. Only the Word of Bronze can open the doors. Rywe interrogates all those who pass, and will converse with the cadre on their return to Myth.
2. **Blackglass:** The Obelisk, Tower of the Stargazer, is fused with the stone of Knightsholme. Secret words, known only to Mystics, reveal entrances to the winding, labyrinthine passages and chambers of the Stargazers domain. The laws of time and space are not obeyed here.
3. **Hall of Ancients:** The west wing. Onto the wide columns are carved the history of the city. There are two feet left on the final column. The deeds of the cadre will be carved here in the coming months. Knights often meditate here. Its ceiling is of wizardly artifice, and when the wind flows to the warm south, it sings a melancholy song.
4. **The Hall of Rote:** The east wing. Knights and squires alike train here at all hours of the day, under the supervision of the Bloodlifter. The royal armoury is found in a nearby tower, kept under lock and key by Quis the Keen, a retired Errant.
5. **The Barracks:** A single tower in the east wing containing spartan accommodation for the dozen Errants and their squires. Many squires dwell in shared dorms, with anointed knights granted small private rooms. Only Sirs Levir, Dyst and Siffa, as the most senior of the knights, boast rooms larger than a shoebox.
6. **The Throne Room:** Located in the north wing, the Mythic Throne of bronze and marble watches over the audience chamber. Understated exits lead to the royal chambers, austere and secreted in the rafters. The council chambers, however, are grand and balconied.

Scenes

1. One of the Errants has returned home, and is being greeted by Rywe at the Mythic Door. Behind the doors, courtiers gather and prepare to hold court, if the Errant wishes to report to the king.
2. Two knights spar in the Hall of Rote, the sound of practice blades ring through the halls.
3. A messenger brings news from the kingdom of great disaster. A random Doom has worsened somehow, increasing its Threat by 1. Perhaps an ally has abandoned Myth, an friendly NPC has been killed or a battle lost.
4. A messenger brings news from the kingdom of great victory. A random Doom has been delayed somehow, decreasing its Threat by 1. Perhaps an enemy plan has been foiled, a rival NPC has been killed, or a battle won.
5. The Wayfinder approaches you, wishing for you to accompany him on a quest to reach the Cartographer's Mount. He believes that understanding the shape of the world will bring understanding of Myth's enemies, and allow them to avert the Doom. Cajahr and Levir are aware of his request, and think his errand folly.
6. An ambitious young squire, Kallax the Younger, son of the Royal Stablemaster Kallax the Elder, wishes for aid upon a quest. He seeks to capture and tame Dunewalker, a great stallion who is rumoured to walk the Grey Flats and have him father a new line of Destriers. He believes this will earn his father's approval, but there is not enough time before the Doom.

The Five Towers

The Outcast's Tower

Overgrown with vines and moss.
The Outcast is a road mage, wandering the world away from his tower. In his absence, the tower has lain fallow since he inherited from his predecessor the Rockweaver. In the arcanum is an old telescope carved with runes of sight and stone. When pointed at the ground, it reveals veins of ore and strata of deep time.

The Bloodlifter's Tower

The Bloodlifter is a soldier at heart.
His tower watches over the valley south of Myth, bearing royal banners and surrounded by a military encampment. The Bloodlifter spends most of his time in the Hall of Rote, practising martial skills and training knights and their squires.

In his absence, his apprentice, the Ironbanded, commands the encampment. This similarly martial wizard has crafted an armament so large it requires a wagon and a crew of fifteen to load it.

The Singer of Steel's Tower

An industrial bustle of workshops and refineries home to Singer of Steel, a famed artificer. An almost-sentient lumbering steam construct named Alfred guards the steam-powered double doors to the tower.

The Singer has six apprentices who quarrel constantly over access to status, funds and materials, aiming to impress their mistress with the quality and quantity of their creative outputs. The facility swallows copious iron, coal and water, and kicks out steam and smoke from its chaotic towers.

> **ROYAL WIZARDS**
>
> *You can find out more about these royal wizards in The Cast at Court (page 197).*

The Arcanist's Tower

A simple tower of white stone. This most junior of the Mystics tends to a dozen of the youngest apprentices, teaching them all the basis of magical theory.

The Arcanist truly resents this duty, and craves time alone they could spend to unravel theology. Their arcanum contains a hundred small statues, icons and shrines of gods the young wizard hopes to capture, interrogate and kill.

Falcon's Tower

A lonely turret upon the city walls of Myth, home to the Falcons, eagles and other noble birds. A single child from court is granted the keys to the tower and the title of Envoy. Save for a scant few rooks guarding the tower, it is empty of the features of a royal court. Most of the proud beasts that should perch on the tower's ramparts would sooner roam the sky than succumb to courtly duties.

By ancient tradition, the King of Myth appoints a child as official ambassador to the Red-Feathered King. The current envoy is PETULDI (*Free-Spirited, Proud, Sincere*), a child of eight and daughter of **Diedre (page 124)**, owner of the Sword and Staff. She tells all who listen of her grave responsibilities, and claims to know the name of every bird in the Barren.

Sometimes, an Errant approaches the tower to beg the birds for aid in their deeds.

Tales tell that should a conclave of birds be summoned by dipping a feather in blood, this is where they shall meet.

For more info, see **the Red-Feathered King and the birds of the Barren (page 217)**.

DALLYING AT COURT

If the cadre spend too long at court or if you need something big to happen, drop one of the following big and devastating scenes to spice things up:

- *Sir Rangvid the Decrepid (page 90) arrives ahead of a column with heralds and rolling banners. He carries the corpse of Sir Kathryn, her flesh eaten by the Cannibal Saint and his court. The bones have been returned to be buried as per the customs of Myth. Rangvid gloats with great glee, issuing no end of mockery and insults to his gracious hosts. This will enrage Sir Levir and the Defenders, who will attempt to break custom and kill him for his crimes.*
- *Sir Dyst is drawn from the lot to feed the Wizard's Font (page 244). The queen drags her feet, demands a redraw. Dyst accepts his fate. Levir grumbles and says it must be done. The queen will be driven to rage if he dies. There will be a violent conflict if this does not come to pass.*
- *The Ravenclaimed appears at court to taunt the king, mocking him as a meek bastard unfit to rule the north. He will bait a knight (perhaps Sir Siffa?) into challenging him and then kill them, before disappearing into feathers and smoke.*

The Royal Archives

An austere building within Reed, home to knowledge and understanding. Artisans fashion paper at the linked workshop, which also contains a barely functioning printing press brought from the ruins of Progress. Wizards pilgrim here, seeking not only paper, but also the knowledge of the largest library in the world.

Upon the roof is the Parliament of Owls, a veritable gathering of sages whose collective wisdom firmly exceeds the knowledge of the library. However, their tradition and arrogance require 'outsiders' who wish to beseech them for knowledge to learn their labyrinthine practices and rituals. Their chancellor, Rolimburry (*Stuffy, Pretentious, Preeminent*) is a friend and companion to the Stargazer.

Beneath is said to dwell an advisor of the king, the dragon known as Thuslybanyr (*Slumbering, Curious, All-Knowing*). She sleeps on a nest of parchment, and is fed in books. She is said to remember the days when there were three moons and the Namegiver and the Ringsmith walked the streets of Progress.

This rumour is fiercely denied.

The Violet Fields

Five years ago, a battle was fought here against the Cannibal Saint. The king's roses grow here in the thousands. Lilac and violet in hue, once could only be found at the graves of the great. It is said they only grow where a hero's blood has been spilt.

Half the kingdom's great knights and wizards died here. King Malavan himself perished at the hand of his treacherous brother, the Cannibal Saint, his corpse stolen away and devoured. A shattered shrine, that once marched on upon the city, is the only gravestone for the fallen.

The spirit of Myth was broken on this field on that day. Ever since that false victory, the Doom of Myth has been inevitable.

Carcass

Built on, into and around a huge steel 'carcass' of some ruined structure, supposedly from before the 'Fall' of Progress and Virtue, when the now dried-out flats of the Salt Sea were a great ocean. Home of freeblades and prophets, who live in the shanty town. Nominally ruled by Myth, but is largely autonomous and its influence is rarely felt.



People

1. *Dirk* (*Crude, Cunning, Sinister*): A freeblade captain of the Mistblades. This coin-obsessed thug commands a dozen of the Barren's most capable mercenaries, as well as a trio of bald and tattooed sorcerers. The Oracle has told him he will rule Carcass once Myth falls.
2. Nessa (*Matronly, Smiling, Well-Connected*): Runs the First Deck, a bar and brothel in the guts of the gargantuan Carcass. A font of valuable information, seems to know everyone in Crossroads.
3. The Augur (*Mysterious, Deceiving, Untrustworthy*): A petty fortune teller, widely suspected as a sham, still makes a living fleecing the vulnerable and overly trusting. Occasionally has bursts of actual sooth when ingesting drugs sold by Rivan.
4. Trevona (*Competent, Brusque, Unpleasant*): An irate freeblade ousted from a half dozen companies for insubordination, now seeking hire for dirt poor rates.
5. Rivan (*Seedy, Insincere, Cowardly*): A peddler who offers various narcotics to the freeblades who call the city home. She never travels without a burly bodyguard, rumoured to be a turncoat of the red-robed and silent Oracular Guard.
6. Clutch (*Academic, Golden Teeth, Criminal*): A petty arcanist turned fence, who trades artefacts unearthed by freeblades and cryptdiggers. Has a stall in Spout and a warehouse hidden in the bowels of Carcass, full of illicit goods.

Places

1. The Lighthouse: A high fortress overlooking Steelways, on an acropolis of steel. Protected by red-robed Oracular Guard, who swear vows of silence. They allow no visitors, but fetch those summoned by the Oracle.
2. The Eighth Deck: Ran by Nessa, a drinking hole and brothel, frequented by some of the finest freeblades in the Barren. A hive of gossip from travellers across the world. Fights are seldom seen, but when they do break out incredible violence follows.
3. Spout: A Wizard's Font in an overturned steel canister within the Steelways, permanently brimming with fresh drinking water, free from salt. Flows down the side of Carcass like a stream. In ancient times, warlords would sack cities for such a site, but the Oracle's wisdom keeps it defended. People gather around it, forming a market.
4. Steelways: Atop the Carcass, a shanty town formed from steel canisters, each forming a dwelling for the locals. Comfortable rooms are available for unreasonable prices, often offered on batches to freeblade companies. Most choose to sleep in tents on the salt flats.
5. Canvas: A swath of tents, home to dozens of freeblades and travellers who can't afford lodgings on Carcass itself. Filled with song and the smell of ale and roasting meat.
6. Bowels: The innards of Carcass, secret rusting passageways and ancient mechanical components. Home to thieves and ne'er-do-wells, avoided by anyone with honest intentions. Mutated monsters are rumoured to wander the corridors.

Scenes

1. Two Oracular Guard lead an unwilling freeblade to meet with the Oracle. He drags his feet and screams.
2. Two opposing freeblades duel in the street, fighting with scimitars. Their respective companies watch on silently. No one cheers when the fight is won.
3. A freeblade shakes down a merchant, claiming the goods sold were faulty. If no one stops them, they will rob the merchant and beat them within an inch of their life.
4. A young boy with a silver tongue, Cleon, approaches the cadre, offering to show you the way around town. At the earliest opportunity, he will lead the cadre to a secluded spot and a gang of green-horned criminals will attempt to rob them.
5. An Oracular Guard approaches one of the party members, summoning them to the Lighthouse for where they will receive a personal prophecy.
6. A group of freeblades approach the party, offering them support on their quest. They will want something in return: hope it's coin.

Cair

Cair was a summer palace of the kings of Myth in times of old, home to the fae-sorcerer queen, **the Lakebound (page 5)**. Salavar, Myth's first king, was her consort, and the blessed blood of the royal line all stems from her.

Palace-Upon-The-Lake in an ancient language, Cair has been a ruin since the Lakebound vanished from the world. It is awe-inspiring and tragic: fallen spires, wide balconies caked with dust, views that stretch for leagues over dusty salt flats. When the light crosses the broken stained-glass windows, you can almost remember what this place was. It stinks of salt water.

In her search for the Lakebound, Sir Siffa has combed every inch of the palace and found neither trace nor track.

Should the Lakebound be found, this fae-noblewoman is beautiful beyond compare and dressed in damp and glistening regal finery, will only appear to a sworn knight of noblest intent and ideal. None within the Myth of today would match her expectations of chivalry and virtue, except perhaps the Beloved, the Thronebreaker and Sir Eli the Martyr. Only figures from the ancient past, when Myth was still great in the way that she remembers it, will earn her adoration.

THE ORACLE
(AVIAN, FAMED, PERCEPTIVE)

An aged woman with wings and beak of faded blue. Foremost of prophets, she has peerless views of the future and no longer perceives time linearly. The kings of Myth have relied on her sooth for centuries. Dwells in the Lighthouse, sitting on a throne of cold white stone.

When she delivers prophecy, her eyes roll back and moonhued fire spurts from her eyes, burning the feathers from her skin. In the moments after the fire subsides, feathers sprout again from her skin and she screams in pain.

She is distant, confused and impartial, beyond the concept of emotion and time.

Through repeated visits, the party might become aware that the Oracle is aware she is trapped within a 'story' being told elsewhere. She is aware this is a 'roleplaying game'.



Mythic Range

SLOPED sandstone mountains that grow around Myth. Mostly unoccupied, they are a hazardous badland that most avoid, preferring to follow the road east through the Green. They are filled with the ruins of wizard's towers.

Landmarks

1. **The Peak:** A holy site of the Justicar upon the highest mountain of the range. In times of great crisis, Sulvan comes here to speak with the angelic **Heralds of his god (page 232)**. One of his acolytes, a young woman named Elvie, stays here in an isolated hut, watching the sky for omens in the sunrises.
2. **Stead:** A grazing community, where shepherds of goats and sheep spend their winters. A drake, Rokarkhi, is preying on their flocks, and the townsfolk are organising a posse of firetube armed shepherds to kill the creature. They will fail without aid.
3. **Moondial:** An astrological tool found upon a mountaintop. Two separate systems of moon-laced water run through a clepsydra, tracking the passage of the moons. Within the centre of the machine, a glass ball filled with fuzzy light shows their current location and future path. It is maintained by Azimuth, a horologist and astrologer, who sells his mooncharting services to wizards.
4. **Pave:** A group of workers in royal employ, hired to build a paved road that runs through the Mythic Range and not around it. Knowing Myth will soon fall, and their contract will soon expire, they have laid down tools. They will become roamers once they run out of food and coin.
5. **Pyrestop:** A dilapidated tower, once home to Smokeshod, a rival of the Cinderer before she stole the Ring of Fire from him. Long dead, the remains of the tower are well scorched. Cryptdiggers often plot to break in and plunder his arcanum, but the tower is reinforced with magical traps that turn would-be plunderers to ash.
6. **Sanctity:** A town of temples and godsmen, where a great many living saints have been born. Many gods deemed heretical in Myth are still held sacred here, and Sulvan has petitioned the king to destroy this haven of his enemies. Isoldaire has stayed his hand many times.

Aesthetics

1. The mountains begin to give way to low foothills, and then sloping fields.
2. For a brief moment, you notice a glamoured reflection of a wizard's tower (secretly The-Tower-You-Shall-Never-See). It vanishes before you can blink.
3. From a mountaintop you see Myth. The Obelisk climbs high into the sky. How do you feel, seeing the normal setting?
4. A merchant caravan upon the road has been butchered and half consumed by a clawed and toothed beast. They say a **Nemean (page 236)** has been sighted within the Mythic Range, and surely this is the work of that beast.
5. A decades old battleground between a knight and a dragon. The metal scales of the beast rust on the mountainside. How did this long-dead knight meet their doom here?
6. A watchtower of the Mythic army has been deserted by its garrison. They have left food, weapons and armour behind. There are no signs of a struggle.

The tale of who first erected the standing stones has been lost to time.

Scenes

1. A madman sits alone in his cabin, clean water spilling from a wooden cup he keeps beneath his bed. He trades this precious water for food with locals and any passers-by. It is a miracle no one has killed him yet for his prize.
2. A well-mannered member of the court of Kingfishers, Cei, hails you from the stump of a tree. He inquires as to affairs at Knightsholme, and asks about the health of the king. He says the Doom is a sorry business and offers his aid.
3. A dozen bandits, followers of a random **Roamer-King** **(page 225)**, lie in wait. Realising the cadre are mighty amongst the Myth-born, they will not attack. Perceptive cadre members might spot them with a challenge before they appear.
4. A wax automata wanders aimlessly, slowly melting in the sweltering heat. It can barely speak, but knows a path to the Candleman's Haunt.
5. A Nemean, left from the conflict at the Violet Fields, hunts in the mountaintops. It is full of sheep and manflesh, but will still attack the party.
6. Rokarkhi, a hungry drake, crawls through the mountain paths, spewing acid and bile from its mouth. How has this creator made its way this far west from dragon country?

The High Table

A flat rock upon a mountain that overlooks the King's River and Grey River. A circle of short, stout sandstone megaliths mark an ancient meeting place. The tale of who first erected the standing stones has been lost to time, but they inscribed them with their own language, unknowable and untranslated.

It is said that King Salivar and his first twelve knights held court here on the first winter after Salivar's marriage with the Lakebound, but she found their lodgings unsightly. In the spring, the king and queen ordered the giants to construct their grand city of Knightsholme, and the High Table was abandoned by the next winter.

Occasionally, Errants venture to the site on quests of virtue or to learn the ways of their ancestors. Every winter on the longest day of the year, the Court of Kingfishers gathers here.

Candleman's Haunt

A sleek and dark tower upon a rocky outcrop amidst the dusty flatlands. Storms rage around it, shrouding it from view. Magic can be spun here, silent within the raging storm.

A wizard lived here once, the Candleman, who draped King Danlau the Tallowheld within a candle. Long since dead, his wizardly artefacts (robes, staff, gun, perhaps one of the Ringsmith's dozen rings) can be found in his tomb at the tower's depths. They are guarded by wards, curses and the walking corpses of his many servants and apprentices.

The-Tower-You-Shall-Never-See

Home of the Ravenclaimed. Wreathed in glamour and unseen by mortal eyes, it looks over Myth from the north upon the ridge of the Valley of Kings.

If it can somehow be seen, it is tall and shadow-black. A simple wooden door without lock or key stands in its centre. The Ravenclaimed need not protect his domain by mundane means.

His arcanum is filled with rich brown sand, upon which grows a grove of sandalwood trees, each tree is one of his deaths. He claims his garden is watered with tears and blood. The Conspiracy of Ravens roosts in the branches of the forest, living in fear of their master.

The raven-shaped cinderbeast named Artalax watches those who enter from a high roost. It eats from the rent midsection of a cursed and still-living once rival, the Hangman, who dangles from the sandalwood branches. He will not die while the demon still hungers.

At its centre is a glistening crystal ball, many faced and clear white. Surrounding it is a nestlike bed of sticks and raven feathers, upon which he sleeps naked and curled up.

When he burns raven feathers near the crystal ball, it grows purple. In it he can see the past, present and future through the eyes of Artalax.

The Ravenclaimed's heart is stored in a sandalwood box, buried beneath the down and debris of the nest. Those who open it will be the victim of a violent curse. Roll D3:

1. They cannot die unless their own heart is ripped out.
2. They cannot drink water from a Wizard's Font. Only the Black River or the distant clouds themselves may sate their first.
3. Their heart swaps with the one in the box. They die instantly as their veins are filled with tree sap. The sandalwood box fills with your blood.





The Green

Tufts of mealy, blue-green knot grass on the grey-brown deserts. Buzzards circle above. Lazy winds bluster southward, carrying sand down from the Wizard's Bluff. Distant dust clouds from herds of ghet, grazing upon the plains. These unhealthy, hardy cattle are the raddened ancestors of the livestock of Hubris, and they fuel the local economy with their stringy meat and bitter milk. This industry employs ghetmen by the thousands and builds the wealth of the hated Cattle-Kings who dwell in Verdant. Huts are made of clay and daub, with little wood or stone used.



Landmarks

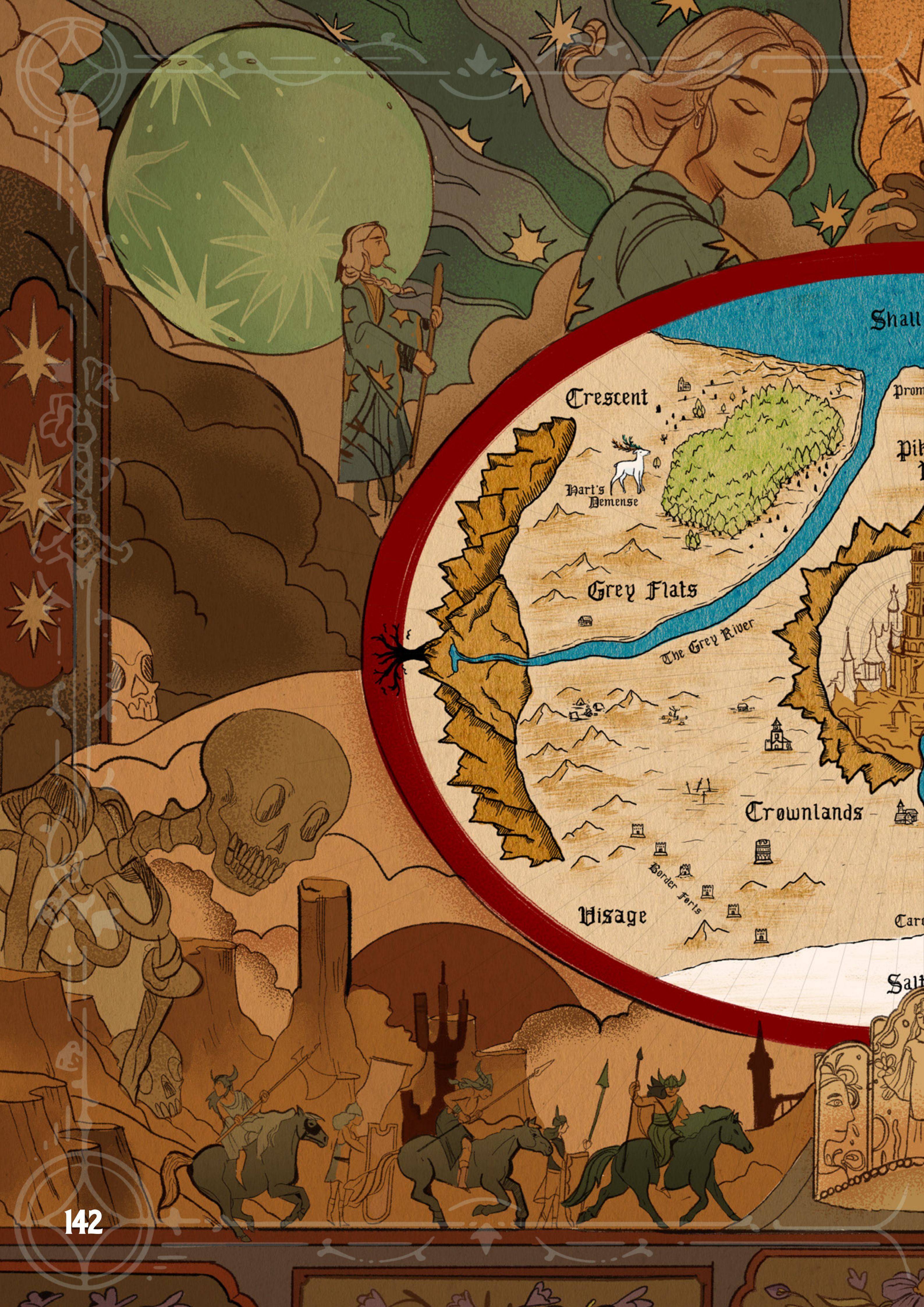
1. **Fable:** A half dozen houses surrounding a famous inn, the Traveller's Rest, on a lonely road to the Frozen Fields in the north. This inn is famous for serving a drink called 'Fable', a blinding gutrot booze brewed from the knot grass.
2. **Tan:** A place of industry to process ghet. A salt mine and warehouse, that takes in the ghet and fashions them into leather and meat at near-industrial scale. On season, the worked tenements are filled to the brim, but it is a ghost-town in the off-season.
3. **Nomad:** A merchant stopping post on the western road. Fornhide, the richest of the Cattle-Kings, keeps his gracious hall here, at the end of a road of plum trees.
4. **Highseat:** A great hill that stretches over the paper-flat sands. A ruined statue of a forgotten king peaks from beneath the earth, perhaps older than Myth itself. Oaths sworn beneath this royal figure are considered of great import, and men who ready themselves to die often venture here for their final words. When the wind is quiet, the gods listen.
5. **The Cattle Court:** A meeting place, where just before the winter meat and ghet-hide is traded in vast quantities. When this time comes, the roamers of Pike's Reach stream into the wide valley, looking for cattle to poach and coin to steal.
6. **The Sea:** The knotgrass grows tall here, covering the knees. Rats the size of dogs crawl in the undergrowth. Groups of rough folk, desperate and mad, smoke the knotgrass through rotted teeth. The smoke grants hallucinogenic dreams of the inbiber's death and a vicious depressive comedown.

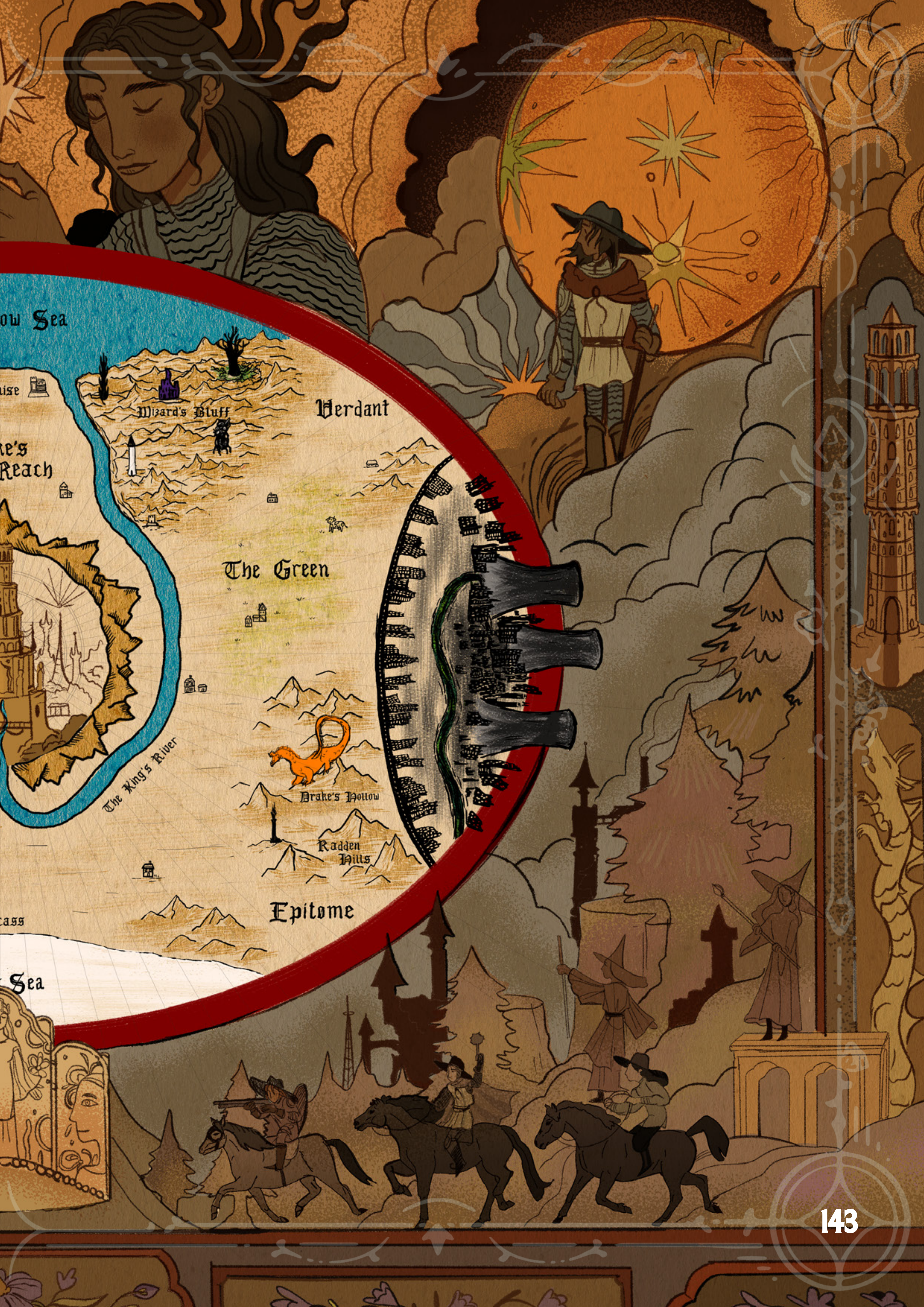
Aesthetics

1. The cadre crosses an old path, thick with crumbling black stone. At times, the path rises above the earth, brought into the sky by metal beams surrounded by set-stone.
2. A single half-mile high butte dominates the skyline, casting a shadow for leagues. A pool of water sits beneath it, a perfect spot to make camp.
3. The wastes becomes a low hill range, filled with craggy rocks sharp enough to cut flesh.
4. A rock, flecked with green chips, floats by the moonlight, but crashes down to the earth at daybreak.
5. A sandstorm brews, breaking down vision to a few metres. Voices can be heard in the wind.
6. A single bright glare shines from the Wizard's Bluff. Is someone watching you?

Scenes

1. A distant oily campfire kicks up smoke. Three ghetmen (Rupis, Volt and Oak) drink Fable, offering the gutrot booze to strangers. They are roamers, and will rob blind anyone they can get drunk.
2. A raven familiar watches silently from the rocks. A spy for the Ravenclaimed.
3. A half-dead man flails at the carrion trying to pluck the flesh from his bones.
4. A merchant caravan trundles slowly south, guarded by three freeblades (Ryton, Lamcote and Wright). They carry great logs from the Frozen Fields down to the capital.
5. A lost giant, Hyntilda, has wandered east from the distant Cradle Range. Half-blinded by the sand, she seeks a cave to shelter in for the winter.
6. An injured Errant, **Sir Andar the Maimer** (*Warlike, Ambitious, Pious*) and her companion, **Everard** (*Crooked, Unflinching, Dedicated*) hunt a cinder-beast escaped from the Wizard's Bluff. They beg you for help on their quest.


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The Grey River
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Verdant

A great city, most populous in all of Myth, perhaps fifty thousand citizens. The wealth of the Cattle-Kings has brought prosperity and employment to the duchy, but not equality. The ghetmen plan to unionise, and if not permitted to (the Cattle-Kings do not plan on it) they will surely join the Thronebreaker. The Beasts of the Green, a gang of shadowjacks and cultists, plot to rule the city after the Doom.

People

1. **Duke Allaire Verdant** (*Hedonistic, Humorous, Good-Natured*): His openness and generosity have led his realm to flourish. His sycophantic tendencies towards the cattle kings do not help his subjects. Does not believe the Beasts exist, soon to be proven wrong. Having an affair with his advisor, Sir Marfeld.
2. **Sir Marfeld the Bountiful** (*Patient, Attentive, Charismatic*): Knight-Attache to the duchy. Adores her position, and does her best to look after the citizens of the Duchy. If her affair with the duke is revealed, she would be summoned to the capital and stripped of her post. She is not proud of the inequality in the city.
3. **The Crane** (*Conspiratorial, Emotionless, Tactful*): Leader of the Beasts of the Green, an order of masked shadowjack cultists and criminals. They worship the Beast, a brutal god of shadows and secrecy. Seek power in undermining the cattle kings and the duke with disinformation and subtlety. In disguise as Rupaire, landlord of the Mendicant's Bane.
4. **The Wolf** (*Violent, Scarred, Vengeful*): A lieutenant of the Crane, who seeks to supplant her as leader of the Beasts of the Green. Impulsive and dishonourable, she will join the Thronebreaker in a moment if it serves her purpose.
5. **Walbaire** (*Smiling, Wealthy, Hypocritical*): A Cattle-King rich in milk and meat. He lives in palatial estates outside of town with his three wives, Evony, Dupace and Rupe. His employees dwell in campsite slums, and his frequent empty displays of charity have earned their contempt.
6. **Tenda** (*Respected, Grounded, Emotional*): A ghetman rabble rouser on the run from the law both for trumped up charges of breaking the peace and very real charges of assault against a local foreman. Her peers adore her, and are concealing her from the marshal. Eventually, she will rally her companions to join the Thronebreaker.



Places

1. **Brookfort:** The formal duke's seat, this blocky and unpleasant castle sits upon the neck of the river and home to the bulk of the Mythic armies. Its commander, the ageing **Octain the Frail** (*Out of Touch, Concerned, Depressed*), has made peace with the Doom, and mopes around his fortress. He is not ready for the Thronebreaker's revolt.
2. **Limehill:** A rich estate of crisscrossing boulevards lined with citrus trees. Allaire spends the bulk of his time in this manor overlooking the city. At night, the manor is home to scenes of debauchery and joy.
3. **The Mendicant's Bane:** An inn frequented by cattle kings and rich travellers. When knights arrive in town, they are dragged to the Bane and treated to all the city's luxuries. Secretly a front for the Beasts of the Green.
4. **Teval's Forge:** Home to **Teval the Platesmith** (*Industrious, Regretful, Talented*), an artificer who was once apprentice of the Singer of Steel. Manufactures arms and armour for the soldiers of Brookfort. Jealous of his master, will jump at the chance to prove his mettle by forging a weapon worthy of a hero of Myth.
5. **Tent:** A once temporary settlement where ghetmen gather, outside the city limits. There are all too many roamers mixed in with the law-abiding folks. This will be the centre of any violent rebellion.
6. **Umbral Shrine:** Thelos, godsman of the Shadowkeeper, holds a temple here, providing alms for the poor. She is sympathetic to not only the poor, but also the Thronebreaker's cause, and will protect them from reprisal however she can.

Scenes

1. A foreman and two armed lackeys hunt a ghetman through the city streets. They claim he has stolen money from their employer.
2. Eilin, a charming and fabulously wealthy Cattle-Queen, frequents a nearby tavern, spending money faster than is dignified. Her imposing bodyguard broods outside.
3. An armed caravan of logs arrives from the Frozen Fields, merchants haggle viciously to buy the materials.
4. An armed posse loudly celebrate in town, drinking and enjoying paid company. Lawmen watch them carefully, waiting for them to slip up, unsure if they are ghetmen, freeblades or roamers.
5. A half-glamoured shape sprints across the rooftops, clambering from building to building. If you cannot reach or stop them, they jump across the wide street and cleanly disappear into a cloud of dust. The Beasts of the Green are watching you.
6. You catch the aftermath of a scuffle. A foreman lies bleeding in the dust, punctured by needle wounds that burn with poison.

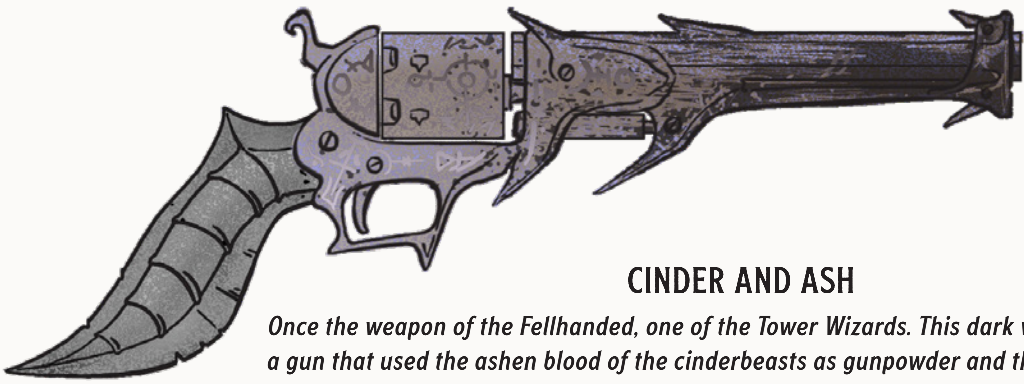


The Wizard's Bluff

A hill range of slate and scree, home to five looming towers that scar the skyline. Barrenfolk know not to venture here, fearing the wrath of the Tower Wizards.

People

1. The Fellhanded (*Corrupted, Cruel, Vindictive*): Occultist and demon binder, master of imbuing objects with spirits. Surrendered his flesh to a demon for arcane power. Despises the Stargazer, and also seeks the downfall of his fellow Tower Wizards.
2. The Waywarded (*Pale, Curious, Cowardly*): Inherited the fleshy tower from her master, now she has seen the weeping eyes of the **Dreaming Ancients** **(page 231)**. Understanding what she has summoned, she is now fearful of their eventual arrival.
3. The Mosscloak (*Empathetic, Distracted, Overgrown*): Lives in a grove of trees, wound together into a tower. Stole the Heart of the Witch of the Woods, her old master. Is slowly being overtaken by nature and will soon become a god in her own right.
4. The Moonchild (*Young, Quiet, Bestial*): A fugitive of Myth and lycan shapechanger. Friend to Mosscloak. Lacking the ruthlessness of his fellow wizards, but obsessed with undoing his curse.
5. The Cogshaper (*Metallic, Grating, Emotionless*): An artificer, half her body replaced with gears and wires. A student of ancient Drifting Baron technologies. Craves knowledge of the sky castle, and will stop at nothing to obtain it.
6. Dastea the Thornfeet (*Avaricious, Skillful, Inspiring*): A spellsword who knows the Name of Iron. Master of a bronze sword named Shattersteel, that splits metal blades it touches. In the employ of the Cogshaper to bring the Sky Castle to her. Leads a small company of freeblades.
7. While the Tower Wizards are loosely aligned, they will fall into conflict almost immediately. Inside the faction there are three tighter power groups. The Fellhanded begins allied with the Waywarded. The Mosscloak begins allied with the Moonchild. The Cogshaper begins allied with Thornfeet. These groups will still ultimately split and betray each other should it benefit them.



CINDER AND ASH

Once the weapon of the Fellhanded, one of the Tower Wizards. This dark wizard made a gun that used the ashen blood of the cinderbeasts as gunpowder and their cloven horns as bullets. At the Fell Circle, he would summon a demon and beg it for its blood and teeth in exchange for the souls of those the bullets would kill. If the creature doesn't parley with him, he kills it and summons another. The black iron revolver, and its heavy drawstring bag fashioned from manflesh, are specially treated to stop the bullets and gunpowder evaporating into smoke and sulphur. The bullets then vanish while embedded in the flesh of their targets, dragging their souls with them.

Places

1. **Fellhanded's Tower:** Teethlike crenelations, a vicious mockery of the Obelisk of his rival, the Stargazer. Within this tower are menacing gargoyles, impossible staircases, ritual circles of salt and iron, amphoras of youthening wine brewed from blood, lesser cinderbeasts encased in amber for display and goats and sheep fed on human blood, ready for sacrifice.
2. **Waywarded's Tower:** Short and squat, its glossy purple surface glistens like wet flesh. Within are unblinking eyes buried in the walls, treatises detailing the flaws in the human understanding of mathematics, doors that recoil at your touch, the heartbeat of the tower itself, warm gushes of air created by biological action, distant noises of garbled speech and inhuman cries.
3. **Mosscloaks' Tower:** A great tree ensorcelled to grow tall and narrow, encased with moss and vines. At its very centre sits the stolen **Heart of the Witch of the Woods (page 243)**. Within are ill-tempered dryads, pools of moonlight (secret from the Moonchild), scrolls carved in bark, saplings with moonhued leaves, hungry soil.
4. **Moonchild's Tower:** Sheer white stone, without windows. He fears the moons and leaves not at night. Within are shattered vials, glass constructs for bending moonlight, hundreds of tomes detailing nightmares (his and others), notes on experiments to undo his condition, other lycans who he experiments on to relive their own curse and years captured in liquid form, that grant years and wisdom when drunk.
5. **Cogshaper's Tower:** A mess of gears and contraptions, belching smoke and steam. It moves at its master's command. Within are steam golems, clockwork men, industrial machinery for building constructs, alternate bodies her remaining flesh could be encased within, an armoury of masterwork firetubes and designs preserved on her own flayed skin.
6. **Fell Circle:** Nineteen monoliths in concentric patterns found in the foothills south of the bluff. A site for rituals, but also a meeting place where covenants are made and broken.

Scenes

Roll D6 to determine what is happening. If an encounter references a person, roll a D6 on the persons table to find out who.

Once the Threat of the Bronze Circle Doom rises above 8, add the difference between the Threat and 8 to the roll on the D6 for the scene here:

1. A sign at the edge of the bluff: 'Wizard country. Walk no further!'
2. A distant blinking on the horizon, as a person attempts to scry the cadre.
3. A person attempts to ally with the cadre.
4. An alliance between two people is created.
5. The Tower Wizards attempt to parley at the Fell Circle. Roll 3 more times.
6. The forces of two people fight far from the cadre.
7. The terrain the party passes through has recent signs of a terrible battle between two people.
8. A person assaults the cadre.
9. The forces of two people fight before the cadre.
10. An alliance between two people breaks down.
11. One person attempts to assault another's tower.
12. Two people fight, and one of them is killed.

If the Tower Wizards attack the cadre, or each other, use the following table as inspiration for what magical methods they might use.



How Do the Wizards Attack?			
1.	Fellhanded: Raging spirits, unbound demons, clouds of toxic ash.	4.	Moonchild: Uncaged beasts, blasts of moonlight that blind wizards, poisons and chemical concoctions.
2.	Waywarded: Ritual circles of binding, flashes of hallucinatory light, fleshy monstrosities.	5.	Cogshaper: Clockwork men, artillery from her tower, steam golems.
3.	Mosscloak: Sudden growth of hungry trees, dryads, swarms of razor-sharp leaves.	6.	Thornfeet: Weapons turning to rust, freeblades with hand gliders, hit and run.

The Sky Castle

IMPOSSIBLE technology from a foreign world made this. Older than Progress and Virtue, this Sky Castle drifts, lacking intent, amongst the clouds. It must have ranged east of Hubris for a thousand years.

From a distance, it is a towering castle. High spires with ramparts lined with cannons. It has stained glass windows depicting dead saints and foreign crimson skies. A telescope juts from the highest tower, pointing towards the sky.

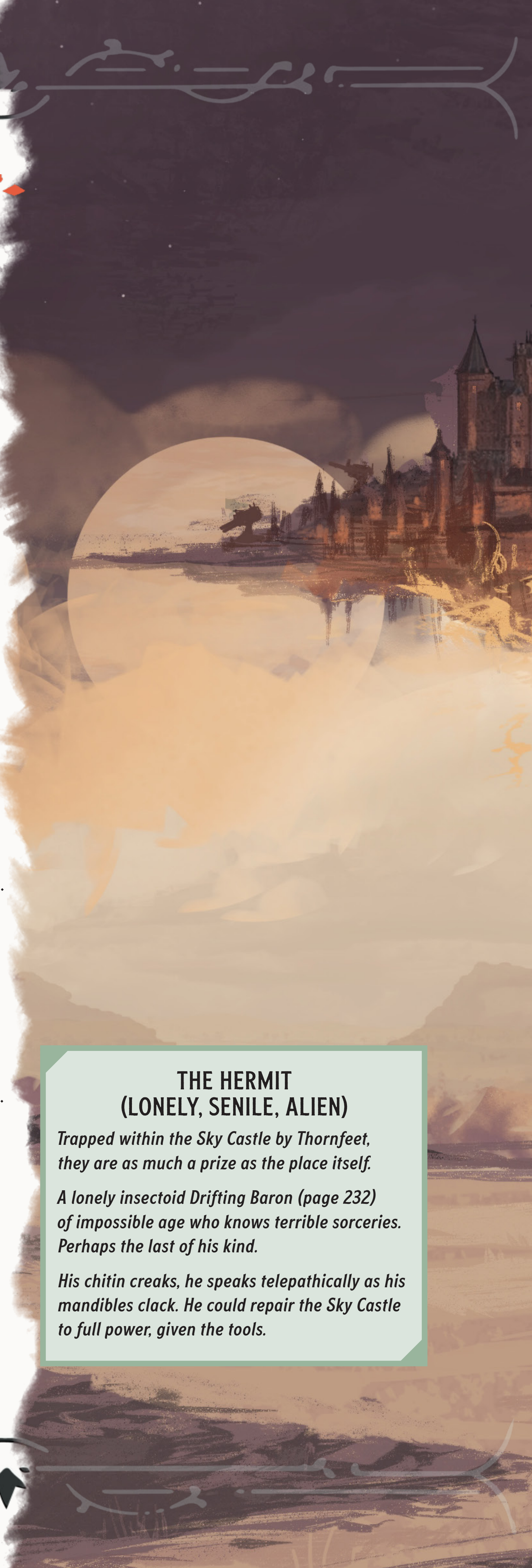
It has been captured by Thornfeet and her band of freeblades, capable warriors in the employ of the Tower Wizards. They are hardened by battle and armed with the finest equipment coin can procure.

Inside, its halls are without dust or ruin. It feels old and sterile, yet warm. The cream coloured walls are smooth. The halls are wide and tall and regal. The heraldry of its alien tapestries would have fascinated historians millennia back, with sigils revealing the Names of Power of concepts, places and mythological figures in unreadable script, to be forgotten as soon as you look away.

At its height is Horizon, a telescope and world-gate treasured by the Drifting Barons. It's twenty metres long and a metre thick, braced in gold and jewels. Worth more than the world entire. Through its lenses can be seen foreign worlds and foreign people amid the distant stars. With the correct uses of its controls, the Sky Castle could travel there.

In its guts are a **radden forge (page 245)**, hidden behind locked doors of lead. Forbidden technology, laced with death, dwells within. Here is a 'control room', filled with levers, dials and displays. The 'computation machines' scream ominous warnings of 'engine failure' and the 'fourth upon four hundred error'. The radden forge is running out of fuel and the containment procedures are at their limit.

Next to its control console, battling with the error messages and system controls is the Hermit, a Drifting Baron.

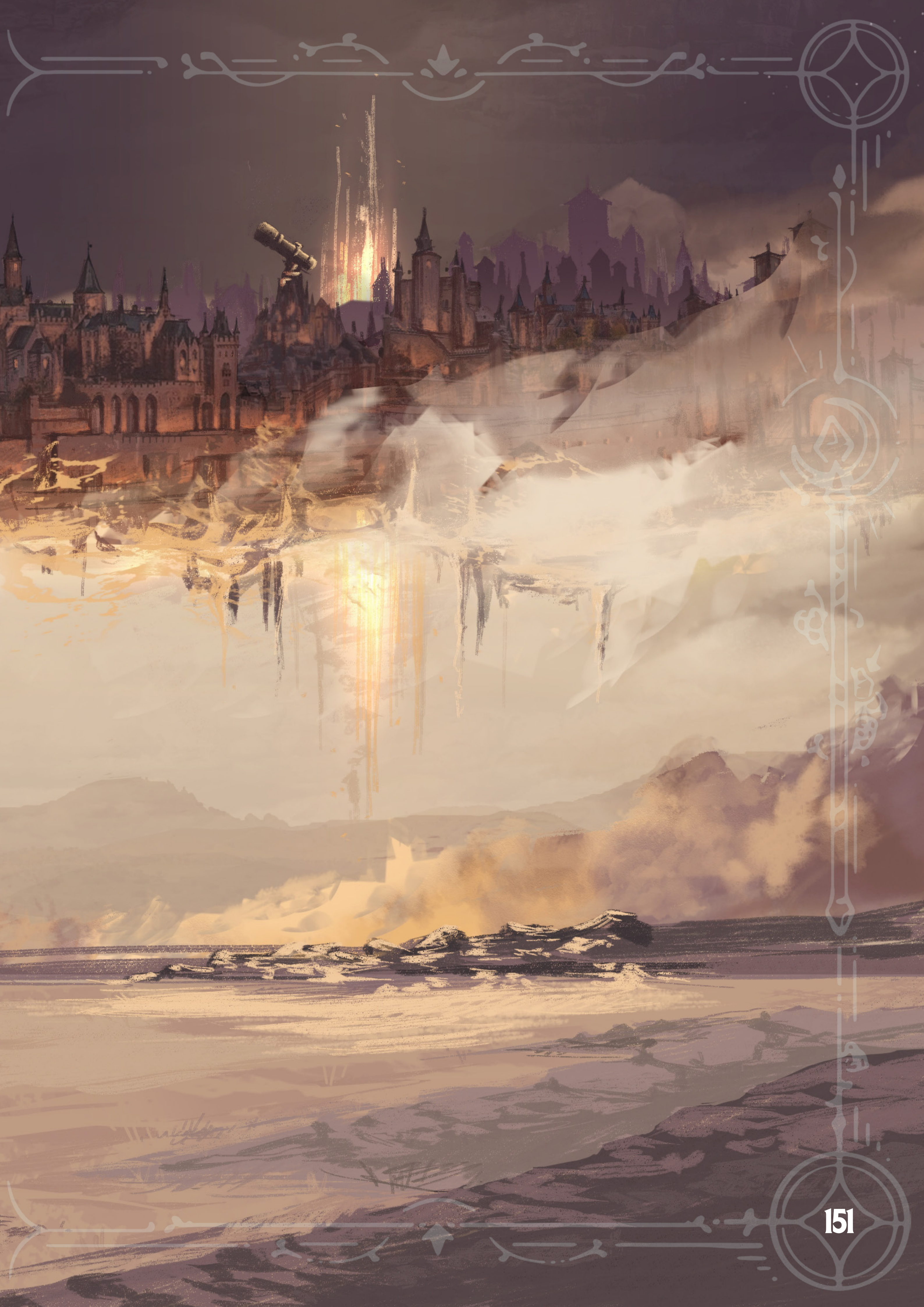


THE HERMIT (LONELY, SENILE, ALIEN)

Trapped within the Sky Castle by Thornfeet, they are as much a prize as the place itself.

A lonely insectoid Drifting Baron (page 232) of impossible age who knows terrible sorceries. Perhaps the last of his kind.

His chitin creaks, he speaks telepathically as his mandibles clack. He could repair the Sky Castle to full power, given the tools.



Pike's Reach

The land between the Great River and King's River is also bordered by the Shallow Sea and the Mythic Range. This land is named for the Silverscaled, a monstrous creature that swims the Shallow Sea and the two rivers, swallowing boats and fishermen alike. The children here fear open water. It is also plagued with roamers, growing bold with Myth's fleeting strength.



Places

1. **The Fishery:** A ruined fishing ground where dozens of pools overflow with abundant life. Silverscale lurks within, having feasted upon those who used to work here. A half dozen knights have ventured here to kill it over the centuries, all have failed.
2. **The Shallows:** Ran by the Logger's Union in Promise, armed loggers exploit this section of the Whispering Woods that lies along the boundary established in the treaties with the Witch of the Woods. These workers live in terror of reprisal, and their camp is heavily fortified, with batches of firebombs and rifles stored in unlocked sheds.
3. **Parley:** An ancient firepit in the foothills of the Mythic Range. The six foremost Roamer-Kings of the Barren each hold a bullet from Kingsgrief, the legendary six shooter of The Roamer, the first bandit. Kingsgrief is buried beneath the dust and the ashes of this meeting piece, should one of them fire their bullet from it, the other five will grow hot and the other roamers will know to gather here. The Thronebreaker and the Marshal both seek a bullet.
4. **Ferrus:** A quarry in the foothills. The workers are rioting, as their last two wage wagons were stolen by roamers. They're halfway to stealing firetubes from their employers and taking up arms against the roamers to get their pay back.
5. **Crossing:** The Great River is wide here. A towering bridge of set-stone concrete has collapsed into the river. Lular, a tired old lady, and her herd of goats pull a barge across the river. Occasionally, roamers launch ambushes on valuable carts during the crossing. Lular has been begging them for years to accept bribes instead. Like most people in Pyke's Reach, she is bored of being shot at.
6. **Big Rock:** A village under a big rock. A popular stop between the duchies. Roamers drink at the Sozzled Duck, and understand this is neutral ground. They still carry their guns, yet fight with their fists, lest they earn the ire of the barkeeper, Midnight Sally. Everyone wants to keep this legendary gunslinger in her well earned retirement.

Aesthetics

1. The wind rustles through fields of wheat and oats, fed by the twin rivers.
2. A storm blusters in the south above the Mythic Range. It will come to these lands soon.
3. The burnt out ruins of a wagon, plundered by roamers and stinking of gunsmoke. If there are any survivors, they have fled.
4. A derelict farmhouse has been abandoned. Its inhabitants must have fled for the city, leaving their harvest out in the field.
5. The road drops into a gully, surrounded by ridgelines. The stones are pockmarked with bullet holes. This is a battleworn ambush site.
6. The cracked shell of a wizard's tower, ruined by a storm. Its interior has been picked clean over the years, but huge chunks of masonry cover the ground for miles around.

Scenes

1. A cluster of swallows fly ahead, filling the air with their calls. Are they spies or messengers for the Witch of the Woods?
2. You see a glint from glass from atop of a nearby ridge. A rifle scope is trained on you. Someone is watching.
3. A trading caravan is heading east to Verdant. They're carrying spices from Crescent. Their guard, Dubois, is nursing a fresh bullet wound. Someone else will try to rob them soon.
4. Plumes of smoke rise from a distant campfire. Two roamers drink whisky and smoke cigars. Both of the vices are stolen goods. Fiore and Ren claim to be out of work caravan guards.
5. A madwoman stumbles towards you, salt-drunk from the Great Rivers. She utters prophetic musings, and tells you how one of the cadre (or someone they care about) will die. As she finishes, she weeps.
6. Ambush! A roamer gang, led by a **roamer-king** **(page 225)** tries to rob you at gunpoint.





Promise

On the borders of the Shallow Sea. Filled with fresh fish and seaweed, but living under the tyranny and taxes of the Tower Wizards of the Wizard's Bluff.

People

1. Duchess Iria Promise (*Silent, Foreboding, Unwelcoming*): A stern and ageing woman. Secretly meets the Branchpierced once a month to discuss and negotiate their wishes. This kind of foreign policy, performed by a duke not the king or one his knights, is treason.
2. Sir Sarix the Resolute (*Ashamed, Despondent, Unfulfilled*): Knight-Attache of Promise. Once a champion lancer, but slew another knight at a tournament. Punished with advisory duty, for which they are ill-suited. Has sworn an oath to slay his rival, the Fellhanded, one of the Tower Wizards. He knows he will fail at this task.
3. The Marshal (*Fierce, Stern, Grimacing*): A lawwoman, dutied by the crown to rid Pike's Reach of roamers and bring it soundly to lawfulness. She totes Authority, a holy handgun from the royal armoury which is said to only pierce the skin of lawbreakers. She is itching for an excuse to clap Monden in irons.
4. Monden the Fisherman (*Brave, Foolish, Caring*): A roamer-turned-folk hero who fishes the rivers and the Shallow Sea in defiance of the Silverscaled. His catches feed the starving in these desperate times. The Thronebreaker wishes to sway him to her cause, and the duchess fears she will be successful.
5. Rimly (*Deceptive, Skulking, Cloaked*): Seemingly the same Rimly who dwells in the capital. Claims ignorance of the existence of their twin. Plies a similar trade information gathering and matchmaking, while also supplying drugs and guns to roamers.
6. Droninj (*Cheery, Attentive, Gossiping*): An innkeeper who claims to be from Serenity in the far south. Runs The Doting Companion, an inn where he welcomes servants of the king and plies them for stories of their exploits.

Scenes

1. Folks rush to the harbour. Mondon has brought home his haul and is sharing it with those who need the food.
2. A six-strong gang of freeblades, armed to the teeth, transport a wagon full of wages to a mine in the foothills. They're grim-faced and fully expecting to be robbed.
3. Two men fight in the street with pistols. The older man, Tybal, will kill the younger, Dolay, unless you intervene. The argument is over Dolay seducing Tybal's daughter, of which Dolay claims full innocence.
4. Two roamers, Bonny and Selin, rob a nearby merchant's at gunpoint. Unless opposed, they will make away with a sack of silver, and the Marshal will spend the next three days out of town hunting them down. This is a diversion and a much bigger gang, led by Stonehands, will heist the Manse the next dawn.
5. You spy an old man with a sparrow sitting on his shoulder and a branch protruding from beneath his dirty brown cloak. This is the Branchpierced, consort of the Witch of the Woods. Even if you know who he is, he will almost certainly escape with a smile and a wink.
6. A crowd gathers in the street around a burning tree. One of the rabble rousers (Cabolt) swears he saw it move. The others mock his cowardice, but they all still fear the Witch of the Woods.

Locations

1. **The Manse:** Dukeseat, built upon a heavy motte between the mouths of the Great River and the King's River. It is lightly garrisoned, relying on its imposing fortifications. Inside is a morose and simple dwelling for the duchess, and a vault filled with gold that is used as a bank by much of the duchy. Roamers across the land trade rumours of its secret defences and loudly boast of their plots to assault it.
2. **Coral:** A ranch where a herd of chargers were bred for the Mythic army. Three weeks ago, a cataclysmic gunfight occurred between the Marshal and a gun-toting wizard named the Ashen One. The Marshal left it a flaming ruin and the Ashen One a burnt corpse.
3. **The Sheriff's Office:** The Promises' sheriff was killed in a shootout a month before the Marshal's appointment. A couple of rifle-toting deputies hang around. Morin, the town's mayor, is held in the jail cells on corruption charges. Someone will stage a rescue attempt soon.
4. **Papa Murphee's:** A cheap eatery in the boatyards that serves well-seasoned shrimp plucked from the shallows. Unsavoury types lurk here and it is often used as a place of parlay by roamers. Papa is childlike, sallow-faced and certainly too young to have founded it.
5. **Felton and Co.:** A general store so used to robbery that they've stopped taking money as payment, instead bartering. The shopkeep is an wizened old woman with toothless gums. Aldis gave their teeth to a charlatan priest who promised her a bountiful harvest. She is very tired of all this crime.
6. **Logger's Union:** A mix of steel-nerved loggers and roamers pretending to be them. The union plies its trade in the Whispering Woods. They all drink beer in a huge pinewood hut with a raging fire. The marshal would clap the lot of them in iron for harbouring fugitives, but the guildmaster, Angus, has been trading information about the movements of the roamers. If they discover this betrayal, they will probably torch the union house.

The Situation

The roamers know of the Doom of Myth, and know this will be their land soon. They have grown increasingly brazen in their activities, robbing, looting and killing where they go. If you use this region in play, generate 3-4 gangs from the **roamers (page 224)**, section, give them a camp somewhere and come up with some plots or schemes for them.

The king appointed a marshal to stem the roamer troubles. The Threat here is not a Doom, the marshal will handle it. Despite the overwhelming situation, she is devastatingly capable. She will however gladly accept help from the cadre.

The situation here can also gracefully fit into a number of Dooms. The gangs might be wrapped up in the Thronebreaker's revolt, be hired by the Tower Wizards or the Ravenclaimed, or be an opponent or point of irritation for the Hammermight.

The Angler

A hooded man named Sal fishes by night in the waters in Pikes' Reach. He pilots a small skiff with a green lantern. Sal is missing his left leg and most of his pelvis, which he claimed was bitten off by the Silverscale. He is trying to catch his leg again, or find a cup he lost in the river some time ago.

The locals are terrified of Sal, naming him 'the Angler'. He has supposedly been fishing the regions for decades or centuries, and is only ever seen at night. They are convinced he is a ghost, a demon or some kind of evil wizard, and steer well clear of him.

Sometimes, the Branchpierced joins him, and they fish together in silence.

The Crown of Kingfishers

A dozen great blue birds, long of beak, that soar above the confluences of the Great and Mythic Rivers. Every winter these warriors gather at the High Table in the Mythic Range. At the Angler's bequest, they hunt the rivers for signs of jewelled cups and bronze crowns, and ward away those who would cause him harm. Foremost of their number are Lanslod, Gwalchmei and Galaad.

Hart's Domain

This land was once ruled by the king of the great moongorged stags of the Rangale of the Deer. The stags grazed from its fertile grassland, lept from its craggy mountains and drank from its forest glades. It has now absorbed into Myth by a treaty between stags and men. Now, it serves as a granary and timberyard for the kingdom. Duke Halbert Crescent dwells in the luxury of Willow Hall, exploiting taxes from his struggling people, who are beginning to rebel.





Landmarks

1. **The Evergreen's Hut:** The Evergreen (*Mossy, Lithe, Antisocial*) is a druid in royal employ, serving as the emissary between Myth and the stags of Moonwater Grove. He dwells in the shallows of the woods, ensuring that the stags are not disturbed and the Mythborn honour their treaty.
2. **Hope:** A swollen bundle of farmhouses turned into a bustling town. Conspirators whisper in private gatherings, as taxmen from the **Rotten Spar (page 102)** prowl the streets, making sure all have paid their due. The first battle between the Thronebreaker and the crown will happen here.
3. **Knight's Hollow:** A meeting point in a copse of trees, with a vinewreathed feasting table carved from a single sheet of stone. Sir Ehrlon the Willowhaft negotiated peace with the Branchpierced here. All those who eat a meal upon it are cursed to die the next night, the fate which befell both the negotiators.
4. **The Thousand Stones:** Rolling hills of menhirs, said to be the remnants of an army that marched to burn the Whispering Woods, petrified by the machinations of the Branchpierced. As well as hundreds of these 'soldiers', a dozen grand 'knights' tower over the legion, with great heroes of Myth interred and sleeping within. They will awake to serve any who hold the legendary Ironwood.
5. **Crevasse:** An iron mine that owes brutal tithes to the king. Its ore is used to fashion Mythic steel. The Singer of Steel oversees operations from a tall metal tower, and owns a magical construct called a lightbridge between this and her tower in Myth, reducing the travel from weeks to minutes. Its people harbour rebellious views.
6. **Prosperity:** An encampment for the revolutionaries who have fallen in with the Thronebreaker. Guarded by sentries, the inhabitants have become practised at ripping it down in a matter of hours and scampering into the woods.

Aesthetics

1. Once the deep and regal Rangale Forest, this land is dry and logged to devastation.
2. Upon the rolling fields are great swaths of oat, wheat and corn, dry and meagre yet still growing.
3. Hoofprints are upon the track, wide and heavy enough to crush stones to gravel, and gravel to dust. A moon-gorged stag strode here proudly.
4. From a hilltop rolls acres of measly grass, grazed by goats and sheep. Stone walls mark the boundaries between landholders.
5. Remnants of a camp torn down and abandoned at pace. The Thronebreaker was here. Now only post-holes and firepits are left in the dust.
6. A shallow pool of moonwater gathers in a clearing on the hilltop. It seeps into your eyes, crystalline and beautiful. Wars have been fought for less magic.

Scenes

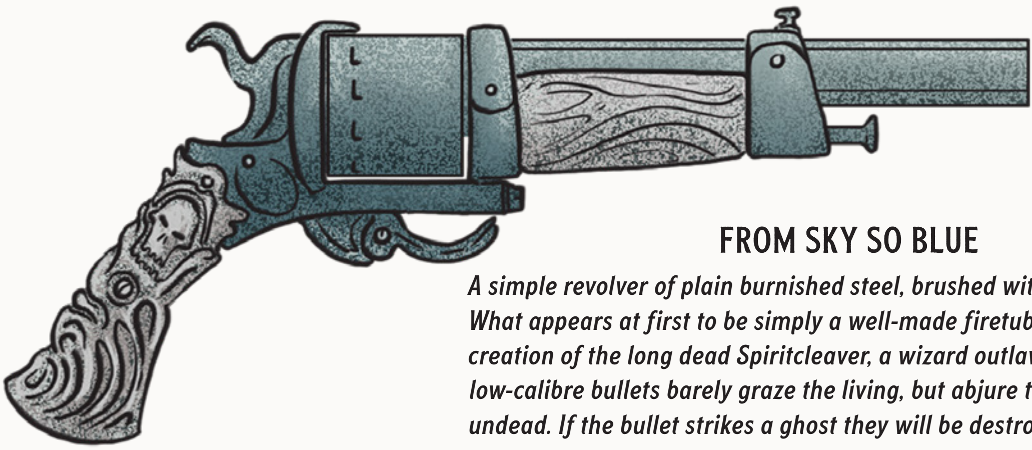
1. Three freeblades, Cablus, Deign and Rottar, journey to Moonsap Grove. The Fellhanded has hired them to steal a vial of moonwater from the stags, as well as anything he could use to make bullets. They are cagey, capable and armed with sophisticated firetubes.
2. Katis, a jealous lycan, enraged and white of hair, stalks the countryside, seeking moonwater from Moonsap Grove. She will kill to obtain it.
3. A stag, Robus-Kae, resplendent and titanic, vaults sky-high. She seeks companionship and songs, ultimately questing to seduce one of the two moons.
4. Tax collectors, little more than brigands armed with firetubes and the seal of the duke, head to a nearby settlement to shake it down for dues.
5. A merchant caravan travels the road. They are untrusting and jump at shadows, having been fed stories of violent anarchists by lawmen.
6. A band of revolutionaries hold you at gunpoint, despisers of the crown and its agents. Their resolution is not steely, and they respond better to sympathy and reason than threats of force.

Crescent

Home to great contrast between the audacious wealth of the duke and its struggling citizenry. Its people are slowly growing sympathetic to the Thronebreaker's cause. Grain, meat and lumber flow from here throughout the rest of Myth.

People

1. Duke Halbert Crescent (*Covetous, Manipulative, Beady-Eyed*): Luxuriates on the taxes raised on his struggling people. He is an aesthete and patron of the art, dwelling in the luxurious Willow Hall with his family. Seeks to crush rebellion at all costs, using the Rotten Spar, a roamer gang he has appointed as taxmen.
2. Thronebreaker (*Principled, Wronged, Beloved*): Was Sir Alymur the Upright, a noble and storied knight. Fought with honour at the Violet Fields, but was expelled from the Errant Order after refusing to enact taxes on her struggling homeland. Seeks an end to kings, but will not allow the Doom to sunder Myth's people.
3. Sir Rylan the Halloweye (*Ageing, Tactical, Insecure*): Knight-Attache to the duchy. One of the **King's Men (page 110)**, hopes to restrain the duke from violent action. Fears Thronebreaker's martyrdom, and hopes to appease not defeat her. Resents the cadre being sent to handle his business. Hates his 'provincial position' and desires to return to Myth.
4. Aspen Tilda (*Fearsome, Brutish, Greedy*): A Roamer-Queen turned lawwoman, whose band, the Rotten Spar, collect taxes for the duke. Tilda seeks a gunfight with the Thronebreaker, hoping to cash her bounty. She finds the chivalry of Mythic ideal quaint and amusing.
5. Leslie (*Smiling, Opportunistic, Greedy*): A merchant and fixer, sympathetic to the cause of the Thronebreaker and even more sympathetic to the prospect of earning coin. They frequently supply the revolutionaries with weapons and food, in exchange for favours and dirty work. However, Leslie will turn on the cadre when threatened with force by Aspen.
6. The Bondsman (*Destitute, Canny, Rambling*): A doomsayer clad in pinstripe rags and mocked by the townsfolk. He speaks of certain disaster in arcane terms, warning of 'lost gluts', 'grand depressions', 'recessions of deepest red' and 'calming of the bull and the waking of the bear'. This godsman of Commerce is a pauper, and harkens back to ancient times when people traded promises not things. He is considered mad, even as he performs miracles of plenty.

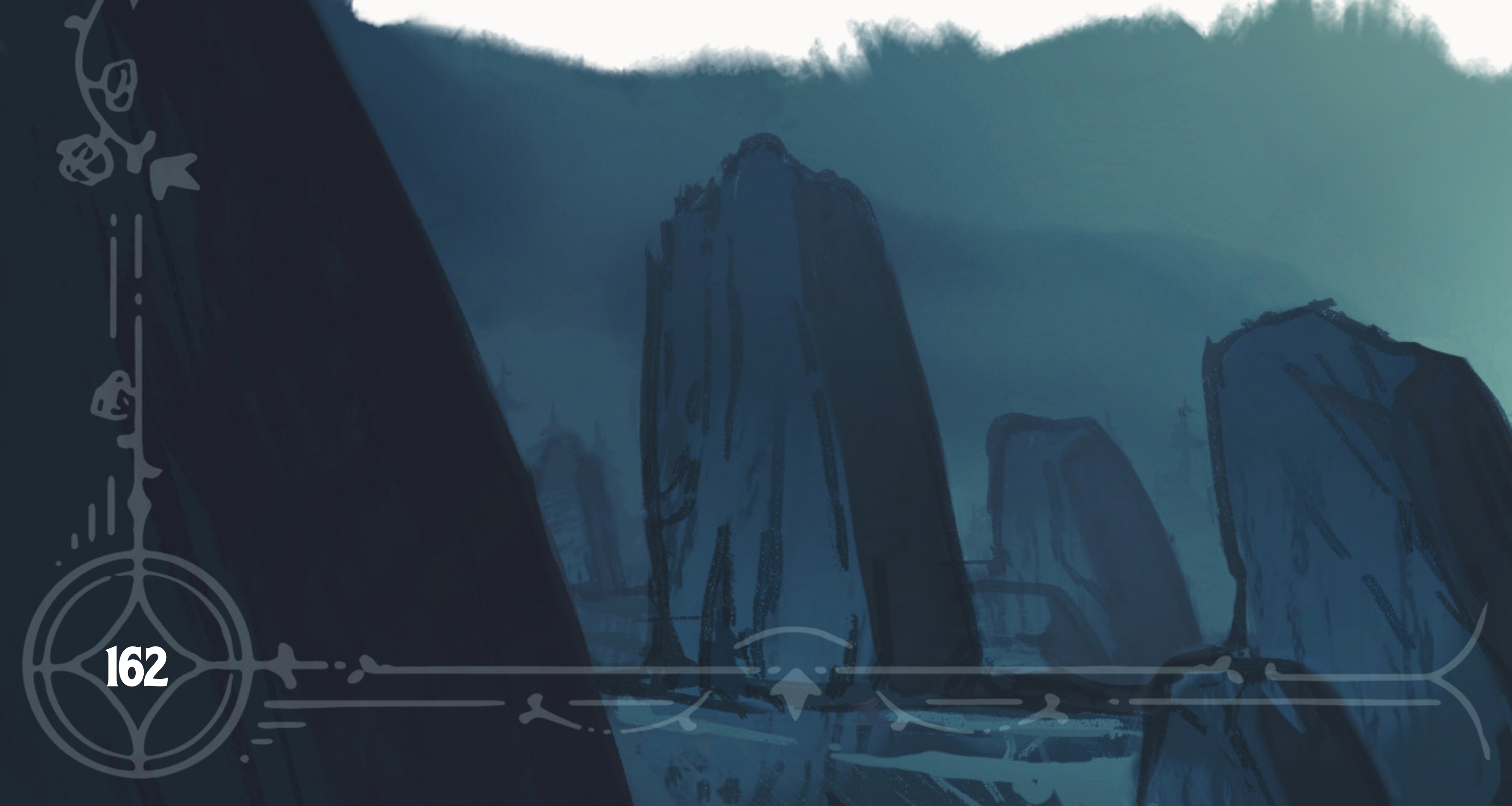


FROM SKY SO BLUE

A simple revolver of plain burnished steel, brushed with a faint blue tint. What appears at first to be simply a well-made firetube is in fact a creation of the long dead Spiritcleaver, a wizard outlaw. Its low-velocity low-calibre bullets barely graze the living, but abjure the spirits of the undead. If the bullet strikes a ghost they will be destroyed instantly.

Places

1. **Willow Hall:** A wonder of the world, maintained at great expense. A palace outside the city and away from the rabble, hidden amongst the eponymous and a clarion clear pool of water. The Chorus of Songbirds dwell in the rafters, growing fat on honey and turmeric fed to them by the duke's servants. Their speaker, Tumi (*Capricious, Greedy, Knowledge*) speaks to guests, while his companions sing behind him. Taleweavers journey to share their stories with the Chorus, who know every story ever told.
2. **The Grainmarket:** The grain sold in these halls feeds Myth. Serious types gather to agree prices for the forthcoming season, secretly consulting the mad godsman known as the Bondsman for advice. Radicals within the revolutionaries advocate attacks against it, but the Thronebreaker knows this will hurt the poor more than the rich.
3. **The Plough and Lathe:** A hotspot of rebel activity, burned down twice by the taxmen of the Rotten Spar for harbouring seditionists. Now just sheets of canvas strung across spars and beams. Food and drink is served on top of barrels, and the place is rarely quiet in the hours after dark.
4. **Honeyhall:** A joyful drinking hall where taleweavers gather, hoping to be granted access to the Chorus at Willow Hall, where they can debut their epics ahead of the capital. The master here is Strideshanks Brandon, an aged and famous taleweaver, who can speak to birds in their own secret tongues.
5. **The Oakfort:** A squat stone fort built around a titanic oak tree. Twenty soldiers from the Mythic army are garrisoned here in spartan barracks. They cast hateful glances at the fifty members of the Rotten Spar who camp in its courtyard. These ducal taxmen sleep in threadbare tents, spending their wages on ale and company. The soldiers grow impatient with their crass and rowdy behaviour, and the groups are close to coming to blows.
6. **The Cultivator's Tower:** By the talent and magic of this wizard the Hart's Domain has grown prosperous. They tend to farms and fields, handing out blessings of plenty and fertility. They are a friend and frequent dinner guest of the duke, being partially responsible for the design and construction of Willow Hall. Despite their status, they are (accurately) suspected by Aspen Tilda of having rebel sympathies. As things escalate, they will be snatched away in the night for questioning and not return.



Scenes

1. A trio of taxmen drag a supposed rebel sympathiser to the Oakfort for questioning.
2. Children throw stones at a sparrow. Their parents have taught them to be fearful of the spies of the Witch of the Woods.
3. A group of taxmen return to town with a goat-drawn wagon of goods taken as taxes from surrounding villages. Common folk jeer them to their faces and curse them behind their backs.
4. The Bondsman, a mad godsmen of Commerce, approaches you, raving about the Doom, but in the arcane and esoteric language of economics.
5. A group of affluent nobility arrives from the countryside in three pristine carriages. They are ducal guests for a party this evening at Willow Hall. The locals eye them with hungry jealousy.
6. A crowd gathers for a messy execution. Either the Rotten Spar are stringing up a rebel on the gallows, or a mob of rebels hang a taxman. Either way, the situation is on a knife edge, and the soldiers of Oakfort look on, unsure if they should intervene.

Moonsap Grove

Amid the chestnuts trees dwell the Rangala of the Deer, ruled by the Stag-Monarch Sanus-Rae, crowned by his antlers of moss and gold. They dwell in this sacred pool, drinking moonwater caught in their deep hilltop pools. They initially find humans interesting and intriguing, but grow bored quickly. The individual members of the Rangale often engage in quixotic quests to perform impossible feasts, and some even leave their precious glades to do so.



The Whispering Woods

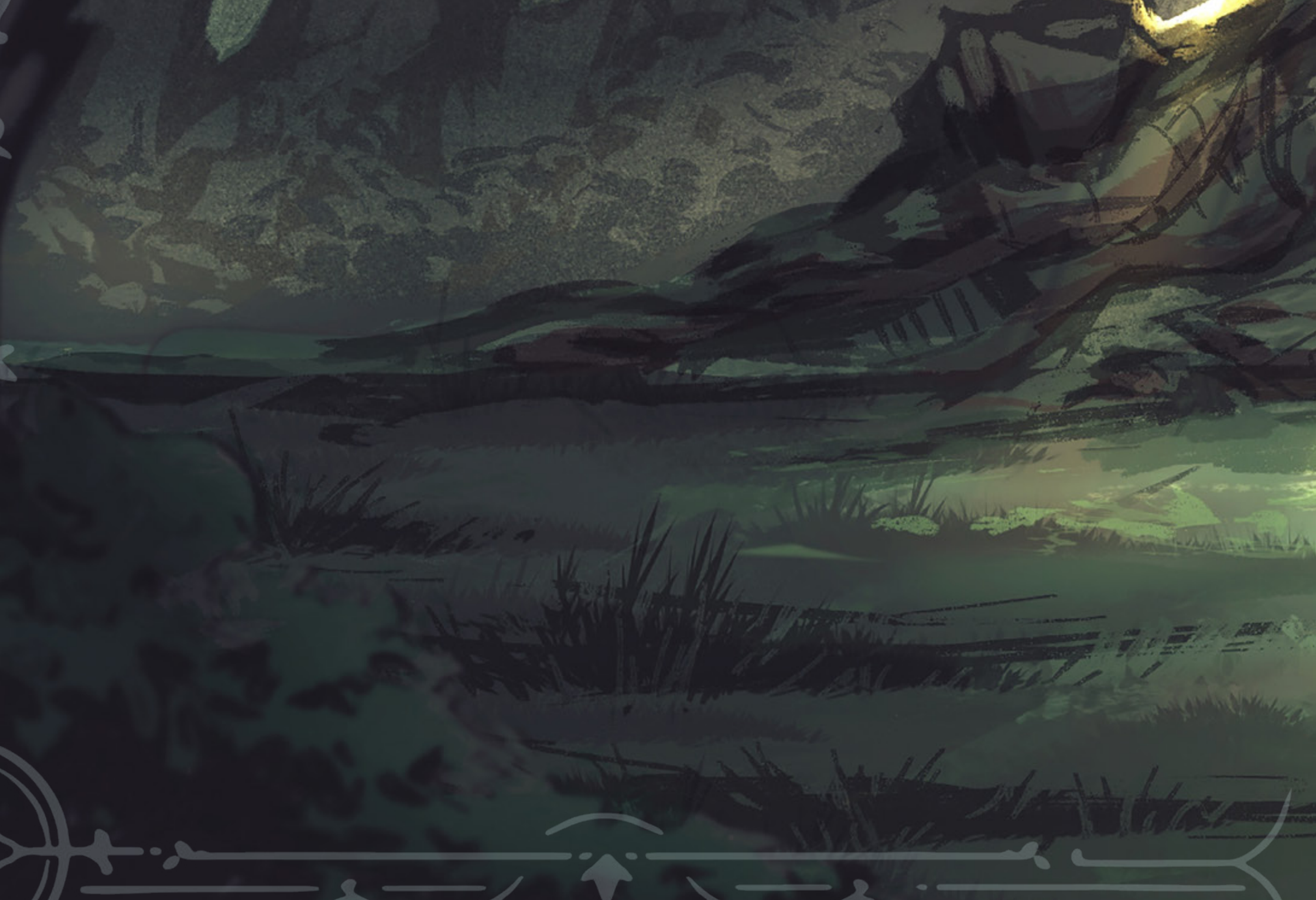
These woodlands are the ancient domain of the Witch. Knights are sworn not to enter. The duke of Crescent foolishly seeks to log the fertile shallows for precious wood and ample farmland. The Witch will not stand it for long.

Aesthetics

1. Logged woodlands, now grazed by fearful, anaemic sheep that feed on the grey grass. Their shepherds are nowhere to be found.
2. Trees give way to rolling hills once farmed for greying wheat. The scattered farmsteads are downtrodden. The people are fearful or dead.
3. The shallows thicken. Perhaps you will soon enter the Deep Weald, where the Heartwood Court gather.
4. Trees with blood red leaves and sickly white vines drip with venomous sap.
5. A gaping pit, once a mine, now reclaimed by nature. A sacred grove sits at the bottom.
6. A clearing on a high hill with a lonely monolith. Crude faces are daubed on the lower half. The place stinks of sorcery.

Scenes

1. A score of loggers, armed and armoured for war, head deeper into the woods.
2. A tree marches westwards, grumbling about vengeance for the murder of their friends.
3. The butchered remains of a caravan of merchants, mistaken for loggers by the woodsmen.
4. A group of settlers cut masonry from the altar of a stone circle. They know it is blasphemy.
5. One of the **People of the Court** **(page 197)** wanders the land on a mission from the Witch of the Woods.
6. A guttural howl emerges from deep in the woods. Tell the cadre the tale of Sir Salvlon, the knight of the king turned beast by foul sorcery.



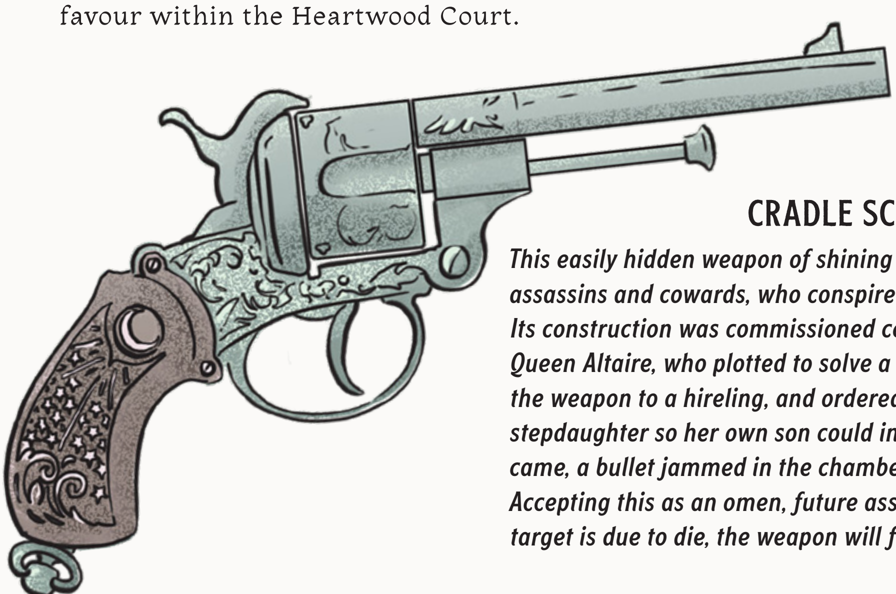


The Heartwood Court

Between the first tree of the forest is the Heartwood Court of the Witch of the Woods. Trees wind around a barken fortress amid the old and sacred forest. After generations of war, her pet wizard Branchpierced negotiated a peace with Myth. Now they stay within their forests and Mythfolk know not to cross the borders.

People

1. The Witch of the Woods (*Furious, Beautiful, Regal*): A thousand years old, resplendent in a crown of antlers and gold. Mortals granted an audience are treated with little attention. Her feigned disinterest hides a desire for power. Her forest must grow! She wears the Ring of Thorns, a ring forged by the **Ringsmith (page 241)** in times of old. Her old apprentice, the Mosscloak (one of the Tower Wizards) has stolen her Heart, and without this source of magic, she is not at her full power.
2. Branchpierced (*Wizardly, Ancient, Overgrown*): The Witch's consort and advisor, famous within the tales for his wisdom and wit. Occasionally leaves the woods to wander the Barren. A tree grows out of and through his torso, a curse from his distant youth when the Witch and her sister the Lakebound competed for his romantic attention.
3. Leafwind (*Driven, Violent, Solemn*): A storied bandit who fled royal persecution into the witch's servitude. Now leads the human followers of the Witch. Leaves grow in her hair, and bark upon her skin, signs of her great favour within the Heartwood Court.
4. Talloak (*Treant, Melancholic, Ancient*): An imprisoned prince of Myth, responsible for slaying the Great Drake in ancient days. Encased in bark by a curse. A friend and confidant of Branchpierced. The Witch occasionally consults him. If he was cured of his condition, he could rule Myth. His mother, the Lakebound, would be enraged if she knew he still lived in this prison.
5. Sir Savlan the Terror (*Beast, Ravenous, Feral*): Technically, an ambassador from Myth appointed two centuries ago. Now, reduced by age and dark magics to a bestial form. He prowls the forest and occasionally takes his place at court.
6. Niamh (*Princess, Young-Appearing, Wise*): Child and heir to the Witch, should the immortal fae queen somehow ever die. Doted on by her father, and ignored by her mother.



Cradle Scythe

This easily hidden weapon of shining steel was a tool of the assassins and cowards, who conspired to slay kin and children. Its construction was commissioned centuries ago in secret by Queen Altaire, who plotted to solve a succession crisis. She gave the weapon to a hireling, and ordered them to murder her infant stepdaughter so her own son could inherit. But when the time came, a bullet jammed in the chamber and the plot foiled. Accepting this as an omen, future assassins know that if their target is due to die, the weapon will fire straight and true.

Places

1. **The Castle-Under-Branch:** Beneath the towering branches of the Heartwood grows a barken fortress that the Witch calls home. It's stark and unfurnished, but beautiful none the same.
2. **The Turret:** A modest tower that grows out of the Castle-Under-Branch, home of the Branchpierced. His arcanum juts above the treeline, and from its lofty height there the Branchpierced can scry the world entire. Within, alongside an extensive collection of wizardly artefacts, are a staggering collection of clothes from the bodies of his various rebirths. He now prefers his simple, dusty brown cloak. His favourite bird, Locklost, a merlin, ably guards the door.
3. **The Sandalwood Grove:** Defended by a Father Rowan, awakened tree and patriarch of his species, a dozen sandalwood trees rest in the dusty grove. The Branchpierced has been reborn and crawled from their roots after his many deaths.
4. **The Mythic Grove:** Speaking trees grow around the wood-fettered bones of Prince Martyn Talloak. The trees here speak of honour, virtue and chivalry, reciting tenets of Mythic Ideal. The Witch finds it a cruel jape, but Martyn has yet to laugh at her.
5. **The Swarm of Swallows:** These proud creatures once flitted merrily about the world as the explorers and diplomats of the Red-Feathered King, regarded with jealousy for their freedom by the rest of his fettered court. Now their hearts beat together as one, and their voices are strung together as a ring upon the third finger of the Witch's right hand. They roost beneath a hazel tree, acting as her spies and messengers. They watch for her, undying.
6. **The Feasting Grounds:** Where those that dwell in the Whispering Woods gather to meet, feast and drink. Clean water that tastes of wine flows from the roots of the Heartwood, granting long life to those who drink it. Moss grows in the hair of her mortal servants, and their bones slowly wooden. Soon their brains will be lichen and they shall join the forest proper.

Scenes

Should the cadre make their way inside the Heartwood Court while not guests of the Witch, it is likely through either stealth or open invasion. All encounters with the Witch of the Woods and her followers will be hostile. Once aware of the cadre, increasing waves will arrive greater force and massed conflict shall ensue.

Pariah's Hall

A tiny hut in the woods where **Jacob the Pariah** (*Tired, Hated, Noble*) and his teenaged son **Callun** (*Steeleyed, Quiet, Wiry*) live out their exile. Jacob is of royal blood, being the son of the Cannibal Saint. He has been cast out of Myth for his father's sins. He lives a simple life, and has no contact with outsiders.

A magic sword hangs on his mantlepiece, forged from steel and salt water from the Waters of Oblivion, known in legends as the Pariah's Tears. The Cannibal Saint fears it, for Callun is prophesied to kill the Lord of Hunger with it. Jacob and his son want nothing to do with the Doom, and hate his countrymen almost as much as the Saint.

Occasionally the Branchpierced visits to check on them.

The Wastelands

Once a fertile duchy of Myth, now the Wastelands are a rebel state ruined by its ruler, the Cannibal Saint. Years of war and atrocity have left most of its citizens ravenous or dead. Members of the Endless Horde wander its dry and dusty land, awaiting yet the command to march to Myth for war. A tower, Prominence, sits far beyond Visage. Prominence emanates a curse which renders this land desolate.



Landmarks

1. CREEK: A sundered Border Fort, held by the Kingdom of Myth until a few weeks ago. The false knight, Sir Rangvid the Decrepid, now holds court here.
2. EXUBERANCE: A town, once famed for its cloth and dyes, now a collection of burnt ruins. Loyalists to the crown hide here, resisting from within the castle and sewers.
3. WHEELOCK: The tower and workshop of the Muzzled, a gunsmith wizard who once manufactured advanced firetubes for the Mythic army. Bearing no love for the Cannibal Saint, he has locked himself and his weapons within the tower. He will fire at any who pass within a league of him, regardless of their banners.
4. PEAT: A bog of dirty water from which the Endless Horde derive their potable water. The Bogwalkers, a group of Crownless who are tenuous allies of the Cannibal Saint, stalk through the swamp on stilt-like apparatuses. They have perfected a gunpower formula that works even when wet.
5. SNAPJAW'S LURK: Near Peat, the lair of a ravenous aqueous creature with wide jaws and heavy feet. Perhaps the offspring of a dragon and a man? The Endless Horde feeds it stragglers in exchange for good luck, the Bogwalkers know to stay away from it.
6. CHARNEL: A wide field where the Endless Horde gather to celebrate victories and mourn defeats. Already hundreds gather here, waiting for the Cannibal Saint's command to muster. In the meanwhile, they feast on cattle and fowl to meet their needs.

Aesthetics

1. A town, empty and abandoned. No signs of fire and death, except for splatters against the wall. Ask the cadre which Errant they knew and adored died failing to defend this town.
2. A graveyard, the bodies exhumed and consumed. The gravestones are defaced. Thousands of bones, cracked and marrow-drunk, hang from the branches of a great chestnut tree.
3. The streets of a great road are paved with teeth. The road runs from Myth to Visage. It hurts to walk upon it.
4. A vulture watches you from atop a nearby rock. If approached, it flees to Corpse Hill.
5. The path is lined by the curved rib bones of a great beast, yards tall. They sing in the wind. Sleeping inside the bones brings dreams of when this land was green.
6. As night falls, you hear the distant war cries and the smoke plumes from Charnel. It must be leagues away. The armies that gather here will destroy Myth.

Scenes

1. Alb, a soldier dressed in Mythic crimson, holds a fallen companion, Fil, in his arms. Fil bleeds to death from bite marks as he is comforted by his friend.
2. A single horde leader licks dried blood from the flagstones of a ruined home. She is called Aksi, and will flee in terror at the first knowledge of Mythfolk.
3. A trio of wolves gingerly poke a corpse. It is rotten, cursed by magic, and even the Endless Horde know not to eat it.
4. A town crier dressed in human skin marches through the land, recounting the tales of the Cannibal Saint, his powers and dread generosity. He begs diplomatic immunity from the Mythborn as a vassal and dignitary from a foreign state.
5. A ten-strong warband roasts a soldier's corpse upon a slow fire. They squabble over who shall consume 'the sweetest meat'. Their leader, Elbi, has claimed the kidneys, which he claims are the most succulent.
6. A distant procession with banners and gaunt horses. Sir Rangvid heads towards Myth, seeking an audience with the 'False King'.

Visage

A ruined, walled city fashioned by the Men of Science from set-stone, once a formidable fortress and home to the bulk of Mythborn armies. Its remaining populace, either cannibalistic followers of the Cannibal Saint or the cowering populace who flee from them, hide in both shattered streets and the cavernous tunnels beneath them.

Places

1. **The Boulevard:** In Visage's greater days, this wide tree-lined street was famously home to eateries and tea houses. Now it finds use as an abattoir and kitchen where the great feasts for the Cathedral are prepared.
2. **Sunder:** Visage's ducal seat, the old fortress bailey, was sung legs and sent to march on Myth at the Battle of the Violet Fields. All that remains is a castle-sized crater and a breach in the fortress walls.
3. **The Larder:** A makeshift holding cell where prisoners are kept ahead of their preparation as meat for the feasts. The Cannibal Saint proclaims the cries of his prisoners as music to his ears. Parchruth lingers here when he is not at work hunting.
4. **Gaol:** A rarely used and secluded prison and torture chamber, built into Visage's towering fortress walls. The Endless Horde eat most of their prisoners. An Errant, Ivo the Carrion (*Half-Eaten, Desperate, Resolute*), lies unguarded in a locked cell, clinging to life. Captured at the Battle of the Violet Fields, the Mythfolk think Ivo long dead. The Cannibal Saint has long wished to sway this knight to his side, and often visits to taunt and seduce them, keeping Ivo alive with foul sorcery.
5. **The Sewers:** Beneath Visage's streets run wide tunnels that once carried water through the city. Many of those who were unwilling to join the Cannibal Saint live in these tunnels, kept alive on mushrooms and cave water, hunted for sport by the Endless Horde.
6. **The Rockweaver's Tower:** The Rockweaver was a Mystic, slain at the Battle of the Violet Fields. He was obsessed with the construction of Visage by the Men of Science, and enraptured by their formula for a mystical building material known as 'set-stone'. The tower is broken and plundered, but his scribbled notes can still be found in the arcanum.



SCORN

Made by a road mage, the Bootlick. This sawn-off shotgun is loaded with half a bucket of sand from a Hungering Valley. The discharge will hardly kill anyone, only knock them down, perhaps even unconscious, ready for the Bootlick to rifle through their pockets and flee into the desert. Scorn was manufactured from another more conventional weapon that possessed its own sentience. Scorn hates the Bootlick more than even the wizard's worst enemies do. No Witted Weapon should suffer the indignity of being loaded with improvised buckshot when it's meant for bullets.

People

1. **The Cannibal Saint** (*Ravenous, Power-Hungry, Blasphemous*): Brother of King Malavan, Living Saint of the Lord of Hunger. He lurks within Cathedral on a throne of bones, his sharp and glinting eyes gazing out from the darkness. He knows potent sorceries and will perform any if it results in him sitting upon the Mythic throne.
2. **Ula Marrowsup** (*Manipulative, Emaciated, Cruel*): The Saint's consort, the godsman leads the armies of the Endless Horde in praise of the Lord of Hunger. A spear-woman of the Cradle Range who first enlightened the Cannibal Saint after his exile, tending to his wounds.
3. **Sir Parchruth the Finehost** (*Stuttering, Sarcastic, Laughing*): Once squire to Sir Rangvid the Decrepid, this false knight serves as Majordomo to the Saint, organising the many feasts in the Cathedral. He often rides out of Visage with a posse of horsemen, aiming to capture meat for his kitchens.
4. **Rudnai Leadwallow** (*Tall, Well-Armed, Rugged*): A roamer-king whose followers dwell south of the Cradle Range. Joint hatred of Myth, and Sir Levir in particular, has brought him into alliance after years of border skirmishes with the Cannibal Saint, but he still finds the Endless Horde's practices repulsive.
5. **Erlich the Renegade** (*Capable, Scarred, Quiet*): A soldier who served at the Border Forts, before abandoning his post to harry the Endless Horde as a brigand. Erlich is followed by a small group of soldiers who aided him in his guerrilla campaign.
6. **Widepalm** (*Mysterious, Sullen, Weird*): A druid who lives in the tunnels under Visage. He occasionally aids refugees in fleeing the city, but usually sits alone in the dark, drinking mushroom tea that grants him sorcerous visions.

Scenes

Should the cadre make their way inside the walls of Visage, it is likely through either stealth or open invasion. All encounters with the Cannibal Saint and his followers will be hostile. Once aware of the cadre, increasing waves will arrive greater force and massed conflict shall ensue.

Cathedral

Once a Cathedral of the Shadowkeeper, where the vulnerable gathered to be shepherded and protected. Since his Lumbering Shrine was destroyed in the Battle of the Violet Fields, the Cannibal Saint has rendered this place as his temple.

It's dressed as a makeshift palace, in vicious mockery of the finery of Knightsholme, with flayed skin and bones replacing cloth and gold. The wet stench of horrid death lingers here. The doors seal unspeakable horrors within.

Every feast day, twenty seven of them a year, Sir Parchruth crafts a meal prepared from the flesh of a single human. The Lord of Hungers fears fire so greatly that the meat eaten here must be raw, but Parchruth makes do. He seasons his victims meat with fear, hope or desperation, serving them still living or butchered into every feasible component.

The Justicar wishes, above all other things a god could desire, that every dweller of this foul place be destroyed and every brick rendered to dust.

The Border Forts

At the borders of the Crownlands and the Wasteland, this row of six forts were conjured by the Rockweaver, a now-dead Mystic, at the time of Cannibal Saint's rebellion. They were summoned in a song that lasted a week.

Commanded by Sir Kathryn the Tall, an esteemed knight. She was slain by the Gourmand, a half-giant who served the Cannibal Saint, in a battle at Creek. Her second in command, Sir Halston the Oak, has fled north. Now a soldier called Corth (*Experienced, Efficient, Uncharismatic*) commands the forts, but begs for a knight to relieve him.

The forts are old and mighty, each containing one of 'the Shameful', a cannon powdered with the gristle and bone of the Endless Horde. The horde have since begun eating their own dead, and now the powder runs dry.

One sundered fort, Creek, has been abandoned following the recent battle. Rangvid the Decrepid has raised banners and holds a court within. Levir would have the knights storm Creek, but Dyst fears it will antagonise them further.



Quests

Corth might beg aid from the cadre for any of the following quests:

1. Return with enough corpses to powder the cannons.
2. Recover Sir Kathryn's body from Creek before it returns to Visage.
3. Locate Sir Halston.
4. At Levir's command, reclaim Creek from the Endless Horde.
5. Gather enough stone from the surrounding lands to re-fortify the walls.
6. Venture to Watch, and secure another 100 soldiers to man the forts.



Corpse Hill

Atop a lonely hill is a long-dead knobthorn tree where the Wake of Vultures gathers. Thousands of bones are intertwined on its roots and pickled eyes rest within its knots. The Great Mourner, Ogvad (*Choking, Guttural, Canny*), commands the Wake of Vultures.

The vultures are exiles amongst the other birds, punished for unspoken sins with the removal of their larynx after their ancestors earned the wrath of the Red-Feathered King of Birdkind. With their song taken away, the vultures are forced to simply grunt and hiss at passers-by, watching hungrily.

Since ancient days, prisoners of Myth were executed here, hung by a noose from the branches of this holy tree. Now it falls into the domain of the Cannibal Saint, who holds the loyalty but not love of the Wake of Vultures. The Cannibal Saint brings them offerings of flesh to sate their hunger, but Ogvad longs for the time when the carrion dead of the Wastelands belonged to her and not the Endless Horde. Meanwhile, the Cannibal Saint hungers for the eyes of the dead that lie within the roots of the tree. If he eats the eyes, then he will be able to see what the dead saw when they lived.





Prominence

A small castle hits on a high hill on the edge of the Wastelands beyond Visage. Even the Cannibal Saint fears to tread here. A great cedar tree blooms in the courtyard, possibly the only living plant for a hundred leagues.

Inside this humble home live three women:

- **The Maiden** (*Beautiful, Seductive, Secretive*): Appears to be lady of the house, but actually serves the Crone as her apprentice. By curse, she may never lie to a lover.
- **The Crone** (*Ugly, High-Honoured, Blind*): She sits by the Maiden, never leaving her side. She only speaks when spoken to, and does so like someone with too little air in their lungs. By curse, she must always answer a question asked by a guest, though she may answer in riddles. She is a mighty witch.
- **The Beloved** (*Cursed, Ghostly, Silent*): This errant arrives home from 'hunting trips' each night to feast with her mother and her wife, but departs on horseback before they go to bed. How she travels the distance between here and the capital in such a short time is unknown. She is held by many magic oaths.

The Crone has reanimated the Beloved using her magic cauldron, which resurrects the dead if their bones are thrown within it.

But if the Beloved was resurrected by the Cauldron of Rebirth, whose heart does King Rubain hold in a sandalwood box?

'Lady Bertilak'

If it fits with your table's preferences and you enjoy Arthurian easter eggs, the Maiden may attempt to seduce one of the cadre. She prefers knightly women, but will settle for a male Errant if one is available.

During this attempted seduction, she will tell the Errant of the Cauldron of Rebirth and of the cedar tree and the oaths that bind her household. She cannot lie to a lover.

If anyone sleeps with her wife, the Beloved will try to kill them.

That Knight of Green and Gold

The Beloved's soul is tied to an ancient tree, the last surviving of a sacred grove that grows within the courtyard of Prominence. With every year, a new tree ring grows and this strange magic creates new oaths the Beloved must follow, or doom herself and her household. These are kept a deathly secret by the family, lest she be lured into breaking one of them by malicious forces. Only a few of her oaths are known of the many she must be bound by:

- *She may never shoot first in combat.*
- *She may never speak, unless it be to someone she plans to kill.*
- *She may never refuse food or drink if offered by a woman, but she must not eat the flesh of dogs or foxes.*

Whether the bond created between the Beloved and the ancient tree is voluntary or not is unknown. It is said that the magic of these oaths and obligations keeps the remains of the sacred grove alive. Around her lies the Wastelands, only this single tree surviving by the weight of her virtue. If she falters, the last tree in the grove will crumble to dust.

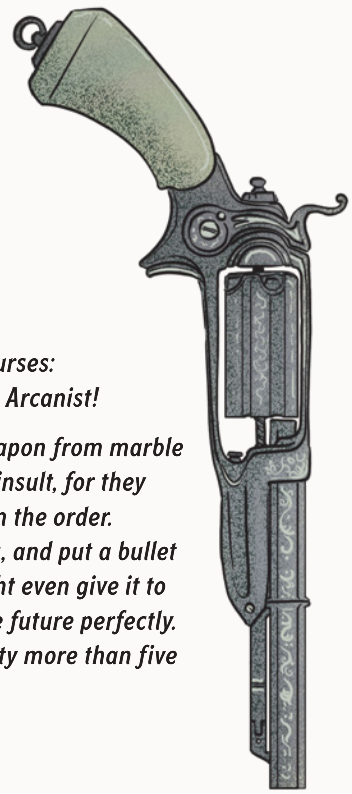


The Radden Hills

A harsh and godless country of dry moors, infested with drakes and other monsters. These lands bear the curse of Hubris, known as 'raddening', where the ruins of magical industry still spew out toxic fumes that bring lingering death. On the horizon looms the red-hued spires of Hubris, from which raddenfolk wander and poisoned sandstorms thunder. The Barren folk know not to head too far east, lest they reach the Black River.

Landmarks

1. **Coal:** A soot stained city that has earned it namesake. Its mines feed forges the kingdom wide, but its people have seen none of the benefits. Thronebreaker sympathisers can be found here.
2. **Riverwatch:** The Observer (*Curious, Uncaring, Crabby*), an ally of the Mystics, keeps this tower on the banks of the Black River. She watches creatures that wander away from Hubris. Always seeking supplies and foolish companions for ill-fated expeditions into the ruins' outskirts. She is armed with a rifle that shoots rounds-of-sight, with an enchanted eyeball within it from which she can scry. Many trees, rocks and buildings within the Radden Hills are cursed with her sight.
3. **Wallow:** A hamlet plagued with mutation from radden poisons, with many of its population attempting to flee. The duke's army has penned them in, wishing to halt the spread of mutation. The Observer has spoiled their well deliberately, as an experiment.
4. **Beech:** A grove tended to by a Druid of the Dunes, Shallowroot. The raddenfolk gather here, as he attempts to heal them. Shallowroot is an outcast and a criminal in the Crown's eyes, and a price sits on his head.
5. **Drake's Hollow:** A great sinkhole where drakes gather to breed, Lazrithar (*Ancient, Rusting, Long-Memoried*) is mother of this roost. No eggs have hatched in close to a decade. The drakes fear these lands are raddened, and seek to move west.
6. **Once:** The ruin of a forest, poisoned by the sickly waters of the Black River. Many raddenfolk can be found here, dazed and confused. Some communities seek Beech, which lies beyond the mountain range.



FIVE BEANS IN THE WHEEL

Lo! Five rounds in the chamber, each with a name carved in it like curses:
The Stargazer! The Singer of Steel! The Outcast! The Bloodlifter! The Arcanist!

A scorned apprentice, who they named the Runecarver, cast this weapon from marble and tin. These poor materials for gunsmithing were intended as an insult, for they intended to turn the weapon on the Mystics who expelled them from the order. The Stargazer, of course, would not see this vengeance come to pass, and put a bullet of her own in the skull of the Runecarver. She kept his gun. She might even give it to someone. She doesn't even need to trust them, since she can see the future perfectly. It has five rounds in the chamber after all, and Myth has for certainty more than five enemies. Would be a shame to waste them.

Aesthetics

1. The valley is narrow and its walls pockmarked. They have dug the silver from here, before moving on.
2. The scattered strewn bones of a herd of sheep, perhaps a dragon's prey. The odd human bone rests amongst their animal companions.
3. An old mining village on the frontier, abandoned after the veins were spent. An empty temple sits steadfastly above it.
4. Rolling hilltops, with rocky outcrops jutting forth. The wind howls and dust gathers on the pallid grass. It feels lonely up here.
5. From this high hillock, the distant mountainlike spires of Hubris can be seen just beyond the horizon amid a radden haze. The Black River snakes south.
6. Within a sinkhole hides an ominous dusk-dark pool of matte black that seems to eat light. Runoff and coolant of a radden forge is called 'radden salve'. Wizards crave knowledge of such places.

Scenes

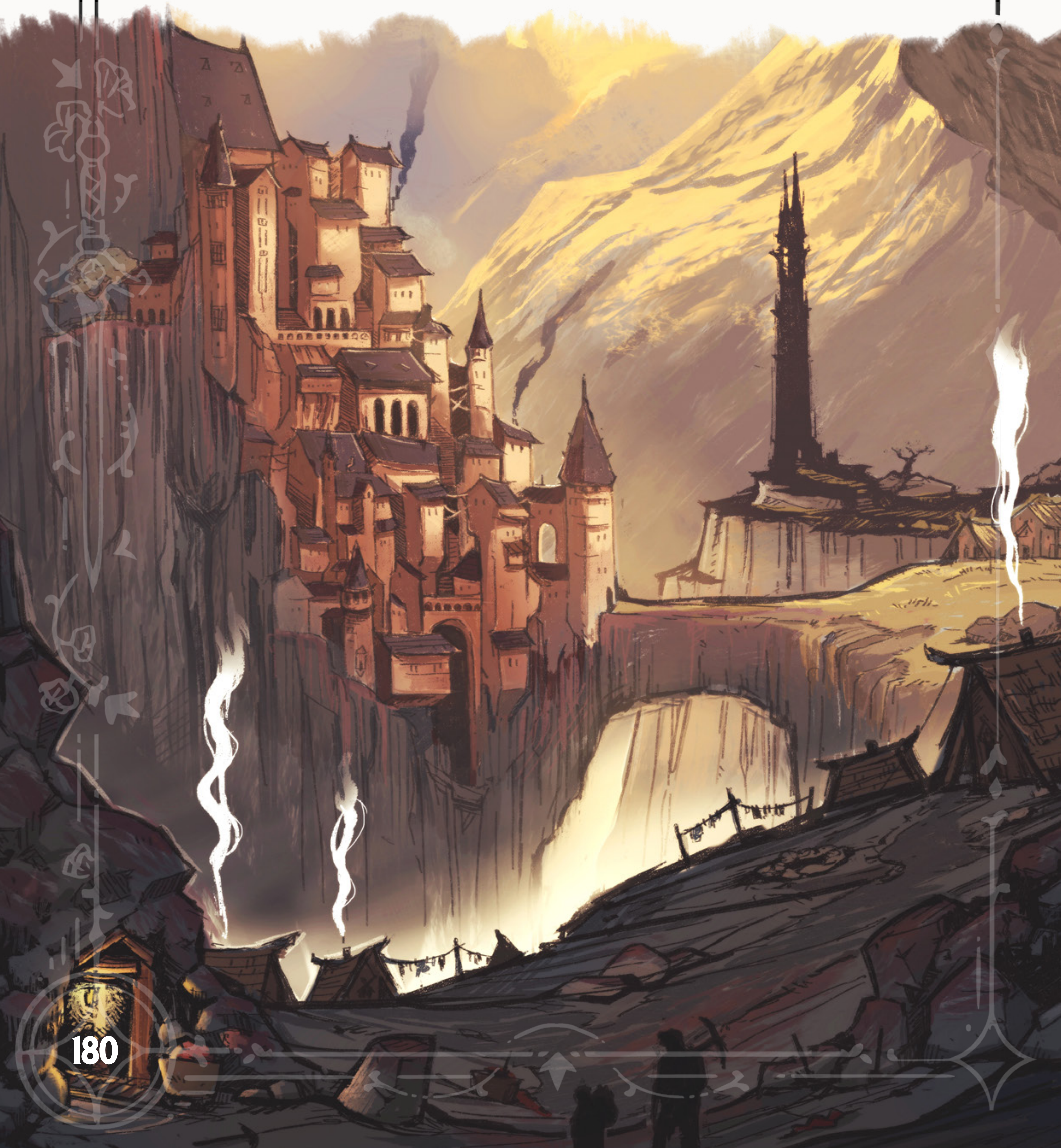
1. A drake is seen atop a distant hill, spots the cadre and slides away on its belly. She has no love for Mythborn, and knows the path to Drake's Hollow.
2. Maxid, a friendly shepherd herds a flock of mutant sheep. He boasts that he has them drink from the Black River, and now they are raddened that the drakes know not to eat them. The wool works just fine though.
3. A harsh sandstorm, laced pink-green sparks, covers the eastern horizon. The cadre must find cover.
4. A nameless three-eyed woman, one of the raddenfolk survivors of Hubris, wanders west. She raves of the wonders of her city, seemingly unaware of the passage of time and the end of her civilisation. She begs you to visit.
5. A column of miners drag their plunder back to Epitome, warily eying the horizon for roamers.
6. Estoc, Vil and Trund, three out-of-luck but well-armed roamers, nurse a campfire. They have had a hard time robbing, and are debating a career change to dragonslaying. All three have a price on their head for various sins.

Black River

It stinks of the lingering death. Those who drink it find their lungs filled with ash, sick with brutal raddening. Wild tales are spread of what can be found on its far banks. All hearsay, for none who cross it return.

Epitome

A city of canvas and sandstone built into the side of a mountain. Dukeseat of the Radden Hills. The city has grown fat on silver and gold mining, and feels like a frontier town, having joined Myth less than three centuries ago. The people here live in fear of dragons and brutal sandstorms that bluster in from the west, laced with toxicity and magic from Hubris.



People

1. Duchess Perigal Epitome (*Stern, Young, Beautiful*): Unmarried, many suitors seek her hand. She will only accept a knight of highest quality, and has been holding yearly tournaments to this aim.
2. Sir Kenly the Eight-Fingered (*Striving, Sly, Anxious*): Knight-Attache to the duchy. A fine knight, aspires to high position within the order. Knights as young as him are not normally assigned his post. Cares deeply for the rogue mage, Angvor, his ex-lover.
3. Orakinzi (*Draconic, Guileful, Slovenly*): A traitorous drake, convinced by Sir Kenly to protect the city from her kin in exchange for a steady source of food. She would honour the deal if pressed, but knows no petty drake would ever attack the city. Sir Kenly knows the same.
4. Angvor (*Elated, Vengeful, Petty*): A road mage who served the duke, who now wishes to burn Epitome to the ground to spite Sir Kenly, his ex-lover. Has found the Cinderer's spellbook, and is experimenting with raising the dead.
5. Horass (*Miserly, Unpleasant, Careful*): A money lender who offers 'support' to prospective miners. Too many operations have gone poorly, mainly thanks to petty drakes, but his clients still get the blame.
6. Portan (*Inquisitive, Meddlesome, Capricious*): A historian who studies the Cinderer, secretly craving knowledge of necromancy. Seeks a group of freeblades to help her explore the ruins of the Orange Keep. The cadre will do in a pinch.

Places

1. Motte: A house high on the cliffside from where the duke rules, once the office of the Cinderer's overseer. It feels in the shadow of the Orange Keep, despite its opulence.
2. The Gullet: An open pit outside the town, perhaps an old sewer, where Orakinzi hides from the sandstorms. Strewn with cattle bones. Local children chat with her from far above.
3. The Row of Silver: A shrouded and unfriendly marketplace home to merchants, moneylenders and freeblades. Thugs mill about, watching strangers who enter with greedy eyes.
4. Endshift: A warm and friendly tenement filled to the brim, with a strong community spirit where miners gather in between shifts. Rumours flow more than wine, and tall tales of the monsters from the east are constantly shared.
5. Forge: The Forge runs hot, turning the metals mined in the surrounding lands into fine bars. Maintained by Grelda (*Plainspoken, Hardworking, Caring*), their output is truly industrial, and freeblades are hired to guard the caravans that head back west.
6. The Orange Keep: A grim and brutal tower that looms above Epitome across the valley. The dukes have tried to break it, but the foreign stone is impervious to pickaxes and blasting charges. Empty since the death of the Cinderer. Locals swear it is haunted.

Scenes

1. The cadre is confronted by a gang of freeblades who want to know if they need hired help on their current quest.
2. A convoy of glum miners, many of them armed to the teeth, gather on an expedition funded by Horass.
3. Distressed refugees from a hamlet recently destroyed by a drake desperately seek lodging within the city.
4. Children run about the streets, singing songs about their 'friend' Orakinzi, much to the distress of their parents.
5. A Doomsayer sings that Myth is doomed, inviting their followers to follow them east towards Hubris.
6. The townsfolk gather in a frenzy, protesting the upcoming execution of a miner scheduled to be hanged for stealing bread.



Hubris

Once a mighty land of beauty and knowledge, far surpassing that of Myth, now undone. Tall spires of steel and glass scrape the sky, lingering on the horizon. The towers are cold, sharp and tall. The smudged horizon glows with radden fire. Ash cloaks the wide streets. Abandoned. Grief-stricken. The city wishes it could rust.

Places

1. THE BELTWAY: Marking the borders proper of Hubris, this thick band of blackened asphalt constricts the city. Constricted by the roadway, they knew they could only build up. Its paths are marked by the corpses of metallic oil-guzzling wagons drawn without horse. Its tributaries and deltas snake amongst themselves, venturing both beneath and below the earth with tunnels and bridges. Even the bravest roamers and cryptdiggers know to venture no further than here.
2. THE BLACK RIVER: It runs south, spreading sickness and poison from its seeping, oily waters. Dozens of parade-wide bridges, smooth and shining, once crested its banks. Only a few have not sunk into the mire. Green-eyed fish with rows of teeth and cavernous hunger for the living watch from beneath the surface.
3. THE THREE TOWERS: Fashioned of stone and not of glass, three featureless hyperboloid columns. Death seeps from the cracks in the set-stone. Even those shielded from the clutch of death dare not tread the machinery filled dungeons beneath the radden-savaged earth.
4. THE ARBORETUM: A spacious clearing amid the city where festivals to health and prosperity were held in ancient days. Impossibly, some bilious white-barked trees still bloom amongst the rot and ruin. Mire-red fruit dangle from the branches, stuffed with bullet-hard metallic seeds. In this place, even the reminder of nature is unseemly. The Branchpierced's gun is loaded with these seeds.
5. THE TEMPLE OF COMMERCE: A titanic structure from which all roads flow. Cryptdiggers sing of great expanses of gold within its depths, but it is said that every conceivable thing, service or thought could be bought or sold within. The suit-clad and bespectacled clergymen worshipped the great god Fiat, from which the worth of all things was declared and derived.
6. THE GREAT-MACHINE: Pride of the Men of Science, who fashioned this machine seeking to undo the axiomatic truths. They knew the great wizards of the age would covet their failure, seeking to protect their precious prophecy, and they afforded every imaginable defence of their masterpiece.

Scenes

1. Silence. Ominous, brooding silence. Silence so thick it should have a Name of Power. It could be learnt here, if you were prepared to linger.
2. The wind whistles amongst the towers. It would be beautiful were it not terrifying.
3. One of the raddenfolk, well-natured but confused and nameless, approaches you and strikes up a conversation, as if they were walking the streets of Manhattan upon our earth.
4. Thunder strikes the distant spire tops. Energy arcs between the towers. It would be beautiful were it not terrifying.
5. The roaring of sirens, compelling all who hear it with even basic instincts to flee or die. Three minutes after they first sound, the Three Towers spit out a deluge of radden fumes that head east upon the wind to ravage distant lands.
6. A wide and awe-inspiring shadow moves above you, for a brief moment blocking what little remains of the sun. The drake Itinazki is radden-mad. Unlike her wingless kin, she soars through the sky like the legendary beasts of old.



The Grey Flats

The flatlands that surround the Grey River, and the foothills that lead to the Cradle Range. Once a flourishing heartland of Myth, now only fortified villages and burnt ruins. The people here live in fear of both the Crownless and the Endless Horde.

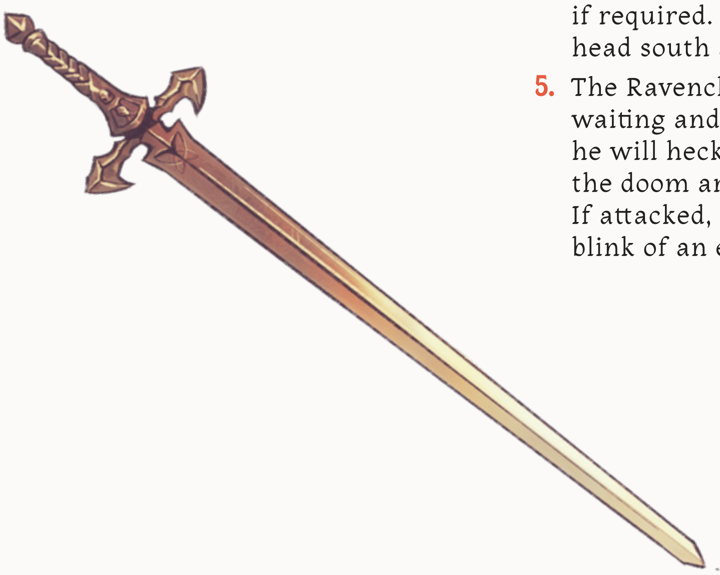
Landmarks

1. **Greyfort:** A petty nobleman, **Els the Greylord** (*Bickering, Insistent, Disloyal*), raises taxes upon those who would cross the Grey River. Growing brazen in the Doom, he has become little more than a roamer. If insulted by a knight, he may throw in his lot with the Thronebreaker.
2. **Fortune:** A temple upon a high hill, dedicated to the Swordmaiden, a god beloved by free-blades. Those who sell their swords for coin go here to die, where they are buried in shallow graves beneath her hillock. Occasionally one of the Murder of Crows flies down to pluck eyes from the corpses of the slain.
3. **Will:** Meant as a bulwark against the Whispering Woods and the Crownless, most of its garrison have moved on to the Border Forts. A scant twenty soldiers keep watch on the walls, watching the flatlands for enemies of the king with scoped rifles.
4. **Hatchling Lair:** A sulphurous, bubbling pool, hot with volcanic fumes. It is clean but stinks worse than death. A drake-egg could hatch in here, and it would make a fine site for sorcery.
5. **The Bends:** A random Roamer-King dwells on this grove on a bend of the Grey River. They will soon find them-selves in open confrontation with the soldiers of Will, hoping to steal their fortress and the supplies of food and gunpowder within.
6. **Stag's Retreat:** Eris-Dalt drinks from upon the riverbank, exiled from the Rangale for treason against his king. Denied the Moonwater that grew his bones and set starlight in his heart, his eyes now grow black and his skin a russet brown. Without magic to sustain him, his heart is giving out under the weight of his enormous size. He will soon die if not fed moonlight.



Aesthetics

1. Dry and dusty brushland sits along the banks of the Grey River. It could spark up in the second.
2. The Grey River flows north: wide, swollen and bland. Ghet drink at its banks.
3. The Cradle Range rises in the distance, ragged and cruel. Fire spurts from the mountain. The blue grey sky is slowly filled with ash.
4. The burnt out stockage of a frontier town, ruined for decades. Ask the cadre to name it, and question if any of them know how or why it was destroyed. If they do not know, time has forgotten it.
5. A corpse hangs from a signpost, strewn up by its intestines. A raven feasts on its eyes. All the words have been scratched away, and the only remaining sign points to Myth.
6. A distant mountain roars and shakes with the fury of the Great Drake. A column of smoke fills the sky.



Scenes

1. Jenbling, a crow-spy for the Stormeyes, lands on a nearby stump, leering at the cadre. If Jenbling thinks he can manipulate you, he will try. A stone-skinned giant, Razulk, sits on a hill, throwing rocks at distant sheep out of boredom. Scared of the Great Drake, he has fled the Cradle Range.
2. The wandering Errant, Sir Porlaine the Ember, hunts roamers. He is mounted on horseback, armed with his trusty rifle and accompanied by his squire, the eagle Percival. His quarry stole a cache of firetubes heading to Crescent.
3. Six roamers sit around a campfire. A cart full of stolen firetubes is hidden in the nearby undergrowth. Fearful of the noose, they speak to you with their hands on their holsters.
4. A tribe of Crownless, the Deephearted, thirty strong including their women and children. They have left the Cradle Range due to volcanic instability, they beg you for lodging and passage, offering to swear allegiance to the king if required. If turned away, they will head south and join the Cannibal Saint.
5. The Ravenclaimed sits upon a rock, waiting and watching. If approached he will heckle and taunt you about the doom and their certain failure. If attacked, he will vanish in the blink of an eye.

The Cradle Range

Jagged teeth-like mountains past the borderlands, home to the Crownless clans that have warred with Myth for centuries. Legends say a drake dwells beneath the mountains, responsible for the tectonic and volcanic activity that plagues the region.



Landmarks

1. **Sepulchre:** The broken tomb of a wizard, the Calcifier. It has been looted of all valuables by one of their rivals.
2. **The Stoneyard:** The home of Razil-Nukan, a lonely animated rock. She converses with dull boulders, and craves someone more interesting to talk to.
3. **Corpside:** A stone corpse of a giant is exposed upon the mountainside, only its bones of jagged slate remaining. Crownless dwell inside it, claiming they can hear the thoughts of the dead giant when they sleep inside its skull.
4. **Wizard's Pool:** A raging pool of lava at a lofty mountain top, white-hot and coursing with magic. Many of the Cradle Range's wizards drink here, but the fragile truce between them is waning.
5. **Noonrock:** Two wizards, the Mothbitten and the Seven-Chambered, perpetually duel here with their relic handcannons. Trapped by a Curse of Repetition, they fight for hours and eventually kill each other, before rising from the dead with the next moonrise with their ammunition refilled. The Crownless avoid the area, fearing stray bullets.
6. **Marrowtown:** The birthplace of Ulia Marrowsup, where the Cannibal Saint first found the Lord of Hunger in the early days of his exile. Now a holy site and gathering place for the Endless Horde, part of the Cannibal Saint's efforts to recruit the Crownless to his cause. **Sir Traxus the Wellgnawed** (*Sharptoothed, Duplicitous, Ruthless*), a false knight and acolyte of Sir Rangvid, commands the garrison.

Aesthetics

1. Passages between the mountains, rarely wider than a single file. The sunlight pokes down. It is easy to become lost.
2. The path leads through long, dry tunnels of dirt. You can hear the footsteps of giants in the distance, shaking the earth.
3. The path gives way to a scree-ridden treacherous climb that leads high into the mountains.
4. The path winds high on the mountain-side. The wind is high and the route is slick with ice.
5. The Grey River runs down from a high mountain. The water runs but makes no sound.
6. Sounds of a distant earth-shattering calamity, like a mountain falling. Is this an earthquake, landslide or the roar of the Great Drake?

Scenes

1. A violent gang of roamers mutter at each other in guttural tones. They plan to assault Crow's Perch with climbing gear. They happily share food with you, boasting of their plans.
2. Jenbling, a talking crow, silently watches passers-by. He will respond if spoken to, not revealing himself as a Stormeye spy.
3. Hild-Ikun, a lordly moon-gorged stag with silk bandages draped over her antlers, proudly struts along the path. A collector would pay thousands for her sleek acorn hide or razor antlers.
4. A **Stormeye Courtier** **(page 218)** wanders the mountain, on a mission from Whitemaw.
5. Growing bold with knowledge of the Doom, a (random) group of the Crownless threaten you, demanding you leave their territory.
6. The earth shakes as a monstrous giant wanders the valleys. Flee before you are crushed beneath her curling toes. Were you to somehow gain her attention, she is Onthul the Stonecrusher, one of the consorts of Ul the Weeper, the slain king of the giants.

Crow's Perch

A fortress sung from stone atop the Passerine, highest mountain of the Cradle Range. As the greatest of the Crownless, all those who dwell within the range live in fear of them. Fiercely isolationist and martial, they want little to do with outsiders, and less to do with their ancient enemies the Mythfolk. Great treasures are said to lie within. Jenbling might be convinced to put in a good word for you. They fear not rain nor storm, for their city is above the clouds.

People

1. WHITEMAW (*Imperious, Impetuous, Sorcerous*): Wise old witch with pale fangs. Intolerant of outsiders, particularly wizards. Remembers ancient wars with the Mythborn, but despises the Cannibal Saint even more. In her youth, she ran in a cadre with Sir Levir, Diedre and the Strandmon, but things have been bitter between them since those rosier days.
2. SCALEBREAKER (*Joyful, Brave, Mighty*): Son of Whitemaw, wielder of the Drake-spear. Finest warrior in the Cradle Range. Adores fighting challenges against those deemed worthy. Will fight to first blood against honourable and well regarded foes. Every few years, he meets Sir Eli at the the Silent Dead Falls to drink wine and share stories.
3. ELSTAN THE RAUCOUS (*Taleweaver, Smiling, Lithe*): Friend and drinking companion of Scalebreaker, who sings of his deeds to all who will listen. His words decree who amongst the Stormeyes is most beloved.
4. RIBCUTTER (*Artificer, Old, Skilled*): Takes the bones of drakes and giants and forges them into weapons for Stormeye warriors. Hates Scalebreaker, wishing he wielded one of his weapons.
5. JENBLING (*Crow, Silent, Cunning*): One of the Murder, this spy will follow any knights who enter the Cradle Range, reporting back to Whitemaw. It is unknown whether he is ensorcelled by Whitemaw, or a willing co-conspirator.
6. THE CYCLOPS (*Giant, Injured, Questing*): Sibling and rival to the Scalebreaker and perhaps equal to his deeds, he lacks the support of Raucous and is thus seen as the lesser child of Whitemaw. This one-eyed ranger roams the Range.

Places

1. THE CLIMB: A steep staircase that runs alongside the sides of the mountain, containing sealed gates and witch-sung fortifications. During their war with the Stormeyes, the Mythic armies claimed the first eight of the twenty-nine gates, the furthest any enemy has come.
2. THE RIB: A drinking hall set in the bones of a slain dragon, beloved by Scalebreaker and Raucous. It is filled with harrowing songs and barrels of mushroom wine, brewed in the caverns beneath the city.
3. WHITEMAW'S HALL: Set in stone with its door bordered by monstrous teeth, home to the throne of slate and bone upon which Whitemaw sits. The Stormlord and his followers desire destruction of this profane throne.
4. HIGHSTONE: At the far end of the Crow's Perch from the murder, this temple is home to the second god of the Stormeyes: the Slatespear, god of mountains and the wind. The godsman known as Rakewind makes offerings and sermons here. Within the temple, only his voice can be heard over the wind's roar.
5. THE BONEFORGE: A smithy without iron or fire, where the Ribcutter's organic weapons are fashioned. Nestled in secret under Whitemaw's Hall, only the Ribcutter and his apprentices are permitted within.
6. THE MURDER: Atop the highest points of the Crow's Perch is the tree of bones where the Murder gathers. Five siblings of supernatural age: Wrot, Ferde, Ald, Britten and Jenbling, rule the roost as the ancestors of all crowkind. Worshipped as gods amongst the Stormeyes, they barely remember the days of their allegiance to the Red-Feathered King.



Scenes

1. A group of warriors, armed with spear and bows of bone, march by on their way to the Climb.
2. The distant roaring of song and merriment from the Rib.
3. One of the nearby townsfolk spits at your feet. Foreigners are unwelcome here.
4. A crow lands upon a distant ledge, watching you with supernatural intensity.
5. You are summoned to Whitemaw's Hall to meet with the great witch that rules the Stormcrows.
6. One of the Murder, with silky black wings and red eyes, lands upon the shoulder of a nearby Stormeye, whispering a command to them you do not hear.





The Field of Gales

The mountains give way to a rocky plateau and an ancient battlefield where the Cloudtamer and his followers battled the inhabitants of the Cradle Range. The Cloudtamer and a half dozen knights battled the giants, levelling their mountain home and driving them close to extinction. A fort was built here to occupy the Cradle Range, then sundered by the armies of Crownless who defeated the expansionist Mythfolk.

Faded and ragged banners stream in the wind, above hundreds of corpses stripped clean by crows. The dead left in his name mean the broken fort now forms an altar and holy site to the Stormlord. Even now, storms rage above it and blacken the sky. Lightning arcs above.

For centuries, the Thunderer, sword of the Cloudtamer, lay buried here in the heart of Wulk, elder king of giants, from whose body the fort was made. It was guarded by a hoary, nameless godsman of the Stormlord, until the knight Sir Artoum the Throneguard lifted the sword from the stone.

The godsman still remains, quietly cursing the Mythfolk who abandoned the worship of his god.

Silent Dead Falls

At this entrance to the Cradle Range, the Grey River juts forth from the savage mountains. The climb beside the waterfall is treacherous, often a scramble over shale. This waterfall should roar, but it makes no sound. The stream is clear and cool, but the plunge pool is hot enough to scorch the skin, filled with dusty red sediment.

Beneath the water dwells Rerinztherali (*Rusty, Talkative, Hungry*), a petty drake. He soaks his bare belly, slowly cleaning rust from his scales. He is hungry, but will sooner talk than fight.

Jenbling, a talking Crow, silently watches passers-by. He will respond if spoken to, not revealing himself as a Stormeye spy.

Cartographer's Mount

This steel and porcelain astrolabe, more than fifty metres across, sits upon one of the great mountaintops. The disc is the only portent of this lost vault of forbidden magics. The Cartographer, one of the Men of Science, was said to use this dish to commune with the very stars.

Beneath the device and behind sealed doors of steel, lie abandoned caverns and rusting dungeons filled with forgotten and barely functioning machinery. Dials and levers control the steam pipes and grand turbines that feed the arcane energies of the ancient computation machine that powers the device.

Shrouded by weather, ash and sorcery, wizards crave knowledge of this forgotten location. It is said that within the mount are maps of the world, the stars and spaces between spaces. Within this library of knowledge is known the location of the Tower-You-Shall-Never-See, and the location of many other hidden things.

Waters of Oblivion

This fire-red pool is a Wizard's Font among the mountains-tops. It is the source of the salted Grey River that flows west and fills the Shallow Sea.

A distant and lofty site of pilgrimage by those with deep regrets, the water takes not life but memory. Anyone who submerges themselves in water loses all that gave them fear, shame or joy and is left a hollow shell.

Following the death of Sir Kathryn, her companion Sir Halston the Oak seeks to abandon her grief here.

Normally, the waters are abandoned, but if you need a scene here, use one of the following:

1. A confused wizard, who remembers only the spells carved into their own eyelids, jealously guards the pool.
2. A ghost weeps quietly, gorged on the sadness of the consumed memories.
3. A principled knight guards the pool. No one should lose what she has. This could be Sir Halston the Oak, but also could be another knight from history.



HOW TO USE THE CARTOGRAPHER'S MOUNT

The Cartographer's Mount is a big magic GPS and archive of geographical information. If the cadre wants to find the location of something, someone or somewhere forgotten, secret and unknowable, send them here. The Cartographer's Mount contains incredible amounts of data, and many quests can lead here.

If it's helpful and you want the encounter to be epic, put some kind of big monster here: a giant, a drake, a cinderbeast, a reanimated wizard, a herald, a beyonder. Learn more about these monsters in Friends, Foes and Monsters (page 212). Plaster its existence over the legend of the place, and make the cadre dread to fight it. Regardless, it is a spooky, pre-Fall dungeon and you can put whatever you need in it.

Beyond the Barren

There are lands beyond the Barren, but they are dry, despotic, dangerous or otherwise uninhabitable. With the skills and time, they could be crossed. The time it takes for them to be travelled, Myth would certainly fall.

Radden Lands

Beyond Hubris is an ashen land, ruined by raddening, a curse of ancient sorceries that has spread from the radden forge at the heart of the Three Towers in **Hubris** **(page 182)**. It destroyed these cities, and now these lands lie in the shadows of the smog. The Radden Lands stink of death.

Prevailing winds from Hubris drag fallout eastwards, ruining the realms that were once here. There are craters, the shells of ruined carriages, mountains of set stone, the iron skeletons of toppled buildings, fields of broken glass. Raddened creatures wander the land, hungry for your yet-unpoisoned flesh. Even if your skin is not bared to the wind, your blood slowly begins to boil. Infection, followed by undeath and then madness, is simply inescapable.

The Frozen Fields

North of Myth are the Frozen Fields where the Northborn live. Due to a long distant climatological disaster, this land is thick with ice and snow that freezes the blood. The Northborn, dwelling in their city of Noble, hunt the great beasts that dwell here in the summer, and take refuge in their castles in the winter, drinking and feasting their time away.

Myth still trades with Noble, for trees still grow in the depths of winter. Merchants cart barrels of fresh water and timber south. Noble will survive the Doom of Myth, but it is a sorry place for those without cold blood to live.

Some Northborn travel south to Myth: Molke the Bear, Karnloth the Wineblooded, Angharad the Weeper. When pressed, they do not speak kindly of their cold or bitter land, or their king, Eotann (*Drunken, Despotic, Wrathful*).

The Shallow Sea

A knee high salt lake, filled by the waters of the King's River and the Great River. Can be travelled using small boats and canoes, but those who venture too far find themselves food for Silverscale, a ship-sized pike with ravenous appetite. Hungry birds also watch from above, tamed by a wizard called the Tidecaller in times of old. Its far banks are cold, perhaps the distant reaches of the Frozen Fields.

Silverscale is a god in his own right, greater than all beasts of the world except perhaps the drakes of old. Dozens of knights have attempted and failed to slay him in the previous centuries. Now his teeth are made of the swords of knights, and he wears their armour upon its scales.

Legends say that a relic lies in his gullet, the chalice named Bounty. Bounty was given by the Witch of the Woods to the first king of Myth, Salivar, as a wedding present. When Salivar drank from the cup, rivers spouted from even the sickliest font, harvests were abundant and nature bloomed furiously for decades, until the chalice was lost in the King's River.

The Land Beyond

West of the endless Cradle Range is said to lie the Land Beyond, a place large in the mythology of the Barren, where the technologies lost in Hubris are still remembered. The tales speak of the Spires of Reverie, the heavenly choirs of Dumah and the sparkling Emerald Ocean. In this holy land the God-Queen Nimah rules from her throne of silver and springs. In living memory, no one has reached here and returned.

The further west into the Cradle Range the cadre ventures, the ash thickens and the mountains twist. Paths curve away and trespassers are driven to madness. Cinderbeasts and worse dwell in the mountain smoke. It is said in these places the demons live that the skin of the world becomes thin, and portals to other realms can be found. Perhaps this is where the Land Beyond lies.

The Salt Sea

They say that this endless salt flat was once a grand lake the size of an ocean. Now it is nothing but rocks and remains, with harsh, salinated soil upon which nothing grows. Upon it are the bones of fish and crabs, some of monstrous size. There are other monsters here that lie dead on the seafloor, the city sized metal carcasses of ancient structures. It stretches beyond all known maps.

In days long past, when the water flowed here, the Lakebound, a fae-noblewoman and potent sorcerer, dwelled beneath the waves. She fell in love with a powerful wizard, but he scorned her and married her sister instead. Cursing him, she wept for four centuries, and her endless tears grew the lake so it became an ocean.

Eventually, she found a new consort, a noble hero named Salivar, who would become the first king of Myth. She gifted him a magic handcannon, the Ironwood, as a symbol of their union. With the cause of her sadness removed and her tears ended, her sea dried up and the greenery of the world was greatly diminished, despite the allegiance of a mighty sorcerer to Myth.

After the death of her consort and the coronation of her daughter, Erlia, as queen, the Lakebound grew bored of Myth and departed. It is said she still sleeps beneath the dried crust of her lake, and will bestow her regal pistol on worthy champions of Myth who find her and beseech her aid.

King Malavan, and every king or queen before him, sought out the Lakebound to earn the Ironwood and prove their right to rule. The weapon vanishes upon the death of its previous holder, and their successor must prove they are worthy of heart by seeking it out again in a quest. King Rubain has not yet earned the Ironwood, and thus some consider his rule empty.

In the face of the Doom, many Errants have tried to find her and failed. The wise Sir Siffa has sought the Lakebound for many years, and honestly fears her existence to be fictional.

It is foretold that when Myth is finally destroyed, the Lakebound will weep once again. Her tears will drown the world.

The Lady of the Lake

As a result, no one has seen the Lakebound in decades, and any attempt to seek her aid will result in a lengthy Quest. Any search would begin at Cair, her old summer palace on the banks of the Salt Sea. The only one who reliably knows how to reach her is her old flame, the Branchpierced, although similar secrets may be known by Parliament of Owls or hidden in the royal archives.

She is also a threat to the Barren. If her last remaining ancestor, Rubain, dies, she will be overcome with sadness and, as we know from history, her sorrow can drown continents. She will be similarly furious if the Branchpierced or the Witch of the Woods are killed.

The Lakebound is obsessed with courtly honour and the Mythic Ideal. If the cadre saves Myth, but betrays the ideals that made it what it was, she can prove a potent enemy to their new regime.

In either of these ways, she can serve as the seventh Doom of Myth.

The Glasswastes

Myth once enjoyed an alliance with Serenity, a city built on the spire of crystal antlers. Caravans would make the thousand-mile journey, and dignitaries would trade great riches.

Since these times, Serenity fell, and now the Glasswastes remain. Above the salt rise mountains of glass, carved from sand by a wizard's wind. These alien structures sing in the wind, but with the wrong step or the wrong sound they shatter into a thousand pieces and mark the land with spearlike shards.

Some travel to the edge of the Glasswastes and use these shards to forge weapons of incredible sharpness. Without that aid of someone born in Serenity who knows the forgotten song of the glass, one could never safely travel this land.



The Cast at Court

There are many knights, wizards and courtiers within the great city of Myth and its castle of Knightsholme, and this chapter details their reputations and personalities.

Not everyone in this chapter will be at the capital at the same time. Errants and Mystics have duties to attend to around the kingdom, and occasionally the courtiers and the royal family leave myth too.

The Royal Family

- **King Malavan the Younger** (*Noble, Mighty, Beloved*): Malavan, Rubain's father, was titled The Younger, after he bested his brother, the Cannibal Saint, in a trial of succession. He ruled Myth ably for 20 years, and was well regarded by peers. His death at the Battle of the Violet Fields is regarded as the beginning of the Doom.
- **King Rubain the Last** (*Meek, Sickly, Principled*): Your sovereign, little more than a child when his father, King Malavan, died at the Battle of the Violet Fields. Overmothered and ill-prepared for kingship. Said to be cursed by his enemies, and becomes faint and lightheaded when subjected to stress.
- **Queen Isoldaire the Barren Mother** (*Beautiful, Caring, Patronising*): Malavan's widow, acting as regent for her son. Cursed by her family's enemies. Too cautious, not willing to make mistakes while facing prophecy. Spurious rumours fly around the court about her actions and character.

The Mystics

Two hundred years ago, Cajahr the Stargazer founded the Mystic Order, bending four other wizards to order and allying them with the king of Myth and his knights.

The Wizards



- **Cajahr the Stargazer** (*Arrogant, Distant, Impersonal*): Chief of the Mystics and founder of the Mystic Order. Arrogant, unconcerned with mortal affairs, she believes herself the mightiest wizard in all the world. Stays locked in her tower until summoned. Obsessed with stargazing and portent-making, she seeks knowledge of other worlds, and craves the possibility of placing her feet on the skins of other worlds. Se made peace with the Doom of Myth a century ago.



- **The Singer of Steel** (*Industrious, Determined, Legendary*): An artificer and inventor of the Mythic steel that drinks the blood of demons. She has the most apprentices of the Mystics, many of them aiding the Singer of Steel in her pursuits, and some pursuing their own projects of artifice. She owns nearly a dozen guns, but the foremost, IV, shoots lightning from its barrel.



- **The Arcanist** (*Young, Devoted, Sociable*): Youngest Mystic and teacher of the apprentices. A vocal sceptic of gods and faith, believing they are little more than demons, and has secretly attempted to bind and kill dozens of gods. He plots to interrogate and kill the three prominent godsmen of Myth in the final days of the Doom, as a route to capturing their deities.



- **The Bloodlifter** (*Martial, Impetous, Short-Tempered*): A battle hardened wizard and hymnmaker who fought with the Errant Order before the formation of the Mystic Order. He only knows how to communicate his grief for Myth with violence and anger, and is a stern ally of Levir. He wields a legendary long-rifle named Instrument, as well as an Mythic blade, a gift from the king for his long service. He uses both with skill despite his centuries of age.



- **The Outcast** (*Itinerant, Dishevelled, Guileful*): A wandering wizard with birds in his beard, derided by others at the capital as a road mage. His tower is little more than a ruin and he is rarely seen in the capital, except to treat with the inhabitants of the Falcon's Tower. He wears the feathers of a buzzard on his cape, and often takes this avian form to journey about the world. He has accepted the end of Myth, and has quietly made plans to survive it.

The Apprentices

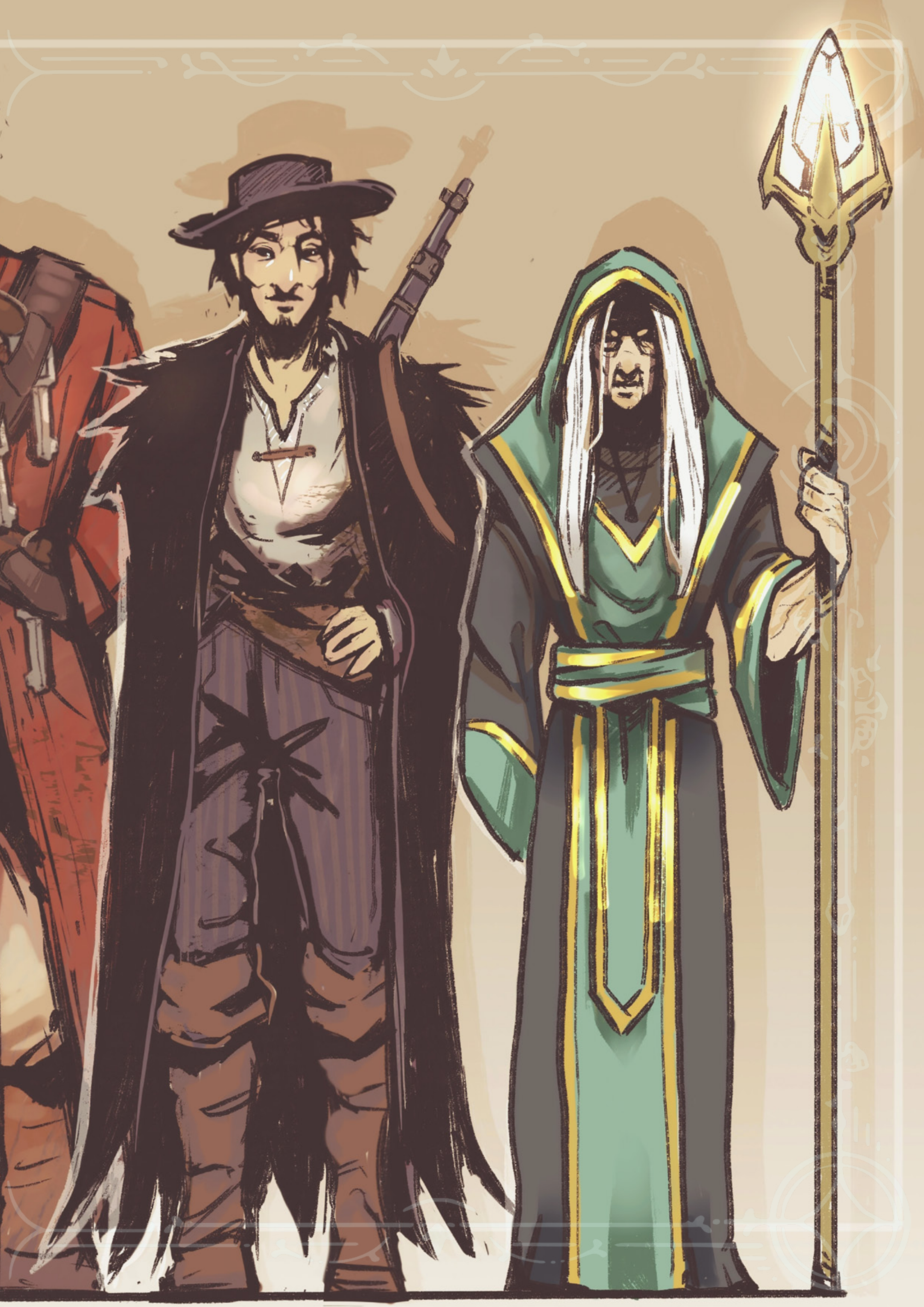
There are nearly a dozen apprentices of the Mystics, including any Mystics in the cadre:

- The Powderer (*Talented, Canny, Unkempt*): An artificer wizard in royal employ, who crafts guns and bullets for the Errant Order. She is a talented wizard but a poor sage, caring only for her narrow field. If a Mystic dies, she is rumoured to be next in line for a tower.
- Wayfinder (*Hoary, Lanky, Resentful*): An apprentice of the Stargazer, he acts as royal cartographer and maintains the maps used by the two orders. Jealous of other wizards, he desperately seeks status as a true Mystic. He hopes to requisition a cadre to assist him in locating the Cartographer's Mount.
- The Brightmoon (*Young, Inquisitive, Rude*): An apprentice of the Stargazer with the gift of prophecy. Wielding the names of starlight and gravity, she is a wise and capable companion of Eli on his quest to defeat the Great Drake.
- The Platesmith (*Friendly, Hard-Working, Unambitious*): An apprentice of the Singer of Steel who earned his name building armour for the Errants. He currently labours night and day on a bulletproof breastplate for Sir Siffa, hoping to save her from her foretold death by handcannon.
- The Mouldneck (*Curious, Gaunt, Disliked*): An apprentice of the Outcast with a gaping wound on his neck from a curse. Unpopular amongst the order for his outspoken views, he chafes against many of the Mystic laws, particularly involving necromancy.
- The Rillmaker (*Dusty, Weird, Wild*): A road mage with sand in his hair, recruited into the Mystic Order to create the Wizards Fonts at the centre of many villages. He has many friends amongst the roamers, and knows secret paths throughout the Barren.

The Godsmen

- Sulvan the Sunblind (*Passionate, Stern, Old*): A living saint and prophet of the Justicar, god of the peaks and the mountains. Holds the ear of the king, but is untrusted by the Queen-Mother.
- Strandmon the Councillor (*Sagacious, Inquisitive, Patient*): Follower of the Shadowkeeper, god of secrets and the dusk. A skilled courtier and advisor to the Queen-Mother and Sir Dyst. Runs a soup kitchen in Myth that feeds refugees.
- Gravetender (*Quiet, Unsociable, Blind*): Follower of the Loam, god of the dead and dying, and warden of the Row of Tombs. Has an eidetic memory, and remembers every corpse from her century of service.





The Errant Order

There are a total of eighteen knights of Myth at any one time. When a knight dies, one of the squires is anointed to their position.

Twelve of the Errant Order are Knights Errant, who serve at the king's command, engaging in quests, heroics and military matters. The most senior of these knights is the Lord-Errant, who commands the order, decides on duties, rankings and promotions. This position is currently held by Sir Levir the Hammermight.

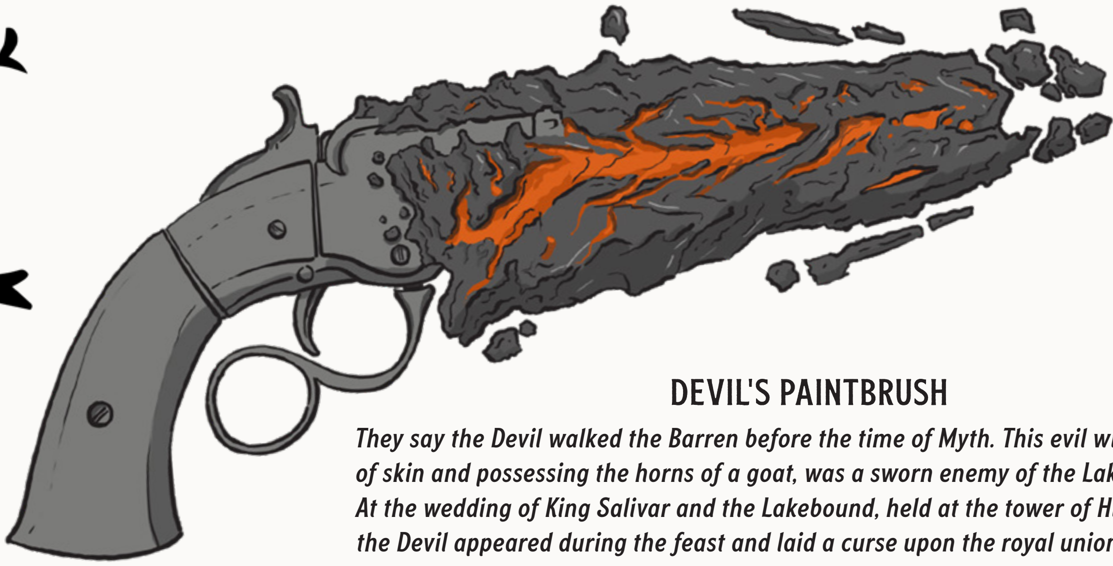
Six of the Errant Order are Knights-Attache, who sit beside the king and the lords of the five duchies, acting as political advisors, judges and the voice of the king. They are often older or injured, or younger knights who aspire to political positions. The second most senior knight in the order after the Lord Errant is the Lord-Chancellor, who advises the king directly. This position is currently held by Sir Dyst the Sable.

The king or queen are typically counted among the Errant Order. Children of the royal family often squire in their youths, ready for this position. Rubain is too young to have won his spurs, and his mother has denied him a proper squirehood for training. Knowing he will not become a knight before the doom, the Errant Order have not held an empty seat in the order for when he comes of age.

If not in Myth, these knights are likely questing, hunting monsters, advising local lords or otherwise attending the king's business.

TOO MANY KNIGHTS

There are 12 Knights in the Errant Order, but only 10 in this list. The final two not listed here are reserved for one of the player characters and a contact they create during character creation. If your party has no Errant, create two Errants to fill these missing slots. If your party has two Errants, have them create a squire, courtier or soldier instead of an Errant as a contact. If your party has three Errants, have one of them be newly appointed to replace the deceased Sir Kathryn, or the deserters Sir Halston or Sir Porlaine.



DEVIL'S PAINTBRUSH

They say the Devil walked the Barren before the time of Myth. This evil wizard, red of skin and possessing the horns of a goat, was a sworn enemy of the Lakebound. At the wedding of King Salivar and the Lakebound, held at the tower of High Table, the Devil appeared during the feast and laid a curse upon the royal union. Food would turn to dust in the mouth of the king and all his kin. One of the king's first knights, the noble Sir Lanslod, swore vengeance and that he would slay the wizard. Within the fortnight, the Devil lay dead and Lanslod threw their gun in the Salt Sea. Since then, this legendary weapon has passed through the hands of wizards and roamers who oppose Myth, who each time must be killed.







The Knights-Errant



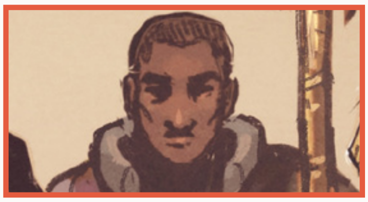
1. Sɪʀ Lᴇᴠɪʀ ᴛʜᴇ Hᴀᴍᴍᴇʀᴍɪɢʜᴛ (*Ancient, Brooding, Fierce*): First knight and Lord-Errant, a legendary hero of Myth. Injured at the Battle of the Violet Fields. Leads the Defenders, a violent faction who have resolved to die with their swords in their hands.



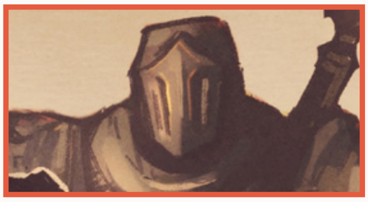
2. Sɪʀ Sɪғғᴀ ᴛʜᴇ Gʀᴇʏ (*Elderly, Crafty, Skilled*): A crusader and beastslayer of renown, nearly a wizard in her skill with sorcery. A keen loremaster and student of Myth's history, she is knowledgeable of the tales. For years, she has sought to avert the Doom by seeking both the Ironwood of the Lakebound and the Chalice of Bounty.



3. Sɪʀ Eʟɪ ᴛʜᴇ Mᴀʀᴛʏʀ (*Dashing, Gracious, Skilled*): A hero of the Myth and storied knight, despite his young age. Said to be foremost of the order in matters of chivalry and combat. Unmatched with his silver spear. Plans to save Myth, no matter the cost to his life and honour. He has been sent by Levir to the Cradle Range to defeat the Great Drake.



4. Sɪʀ Rʏᴡᴇ ᴛʜᴇ Bᴏɴᴇᴛʜʀᴏᴡᴇʀ (*Strong, Noble, Superstitious*): A fortune teller and knight of unsurpassed skill, who feuds with Sir Levir. Guards the Mythic Door, and speaks to all those who enter and leave Knightholme. They seek a valiant death before the Doom. They guard the doors of Knightsholme from outsiders.



5. Sɪʀ Aʀᴛᴏᴜᴍ ᴛʜᴇ Tʜʀᴏɴᴇɢᴜᴀʀᴅ (*Stonefaced, Silent, Intimidating*): A mute knight who served as Malavan's squire. Following his failure to protect his liege at the Battle of the Violet Fields, he has sworn an oath of silence, and acts as personal bodyguard to King Rubain. Rubain is terrified of him.



6. Sɪʀ Kᴇʀᴠᴏʟᴅ ᴛʜᴇ Tʀᴏʟʟʙʟᴏᴏᴅᴇᴅ (*Huge, Bearded, Brutish*): A seven-foot knight rumoured to be fathered by a troll. A brutal fighter, but also a drunkard and a womaniser. His mother was Malavan's cousin, rendering him a viable successor to Rubain. The Ravenclaimed may goad or geas him into killing the king.



7. Sɪʀ Aɴᴅᴀʀ ᴛʜᴇ Mᴀɪᴍᴇʀ (*Warlike, Ambitious, Pious*): An acolyte of Sulvan, beloved by her god and unmatched at her skill in battle. She plots to martyr herself well and become a saint in the final days of Myth, and thus has hired a taleweaver, Altha the Scrivener, to document and appropriately immortalise her. She wields a fire-wreathed spear of the Justicar.



8. Tʜᴇ Bᴇʟᴏᴠᴇᴅ (*Cursed, Ghostly, Silent*): A centuries-old knight-revenant with vines entwined in her lifeless hair. She wears a cloak of green and gold, eschewing the king's colours, and wields an axe of cold fae-iron. The king holds her heart in a sandalwood box. Rumours say she lives in a castle named Prominence in the far wastes.



9. **Sir Halston the Oak** (*Mourning, Grief-Stricken, Desperate*): A giantslayer who killed the legendary Uli the Weeper. Following the death of her (secret) lover, Sir Kathryn, she is grief stricken and has deserted her post to seek the Waters of Oblivion in the Cradle Range.



10. **Sir Porlaine the Ember** (*Intrepid, Wandering, Tolerant*): An itinerant knight, regarded as a traitor at the capital for refusing the King's call in favour of handling local affairs. She was squire to the Thronebreaker, and Porlaine finds more sympathy for her cause with every passing day.

The Knights-Attache

While having squired and served as knights, their duties are different and they are rarely committed to questing or combat.



1. **Sir Dyst the Sable** (*Advisor, Elegant, Scheming*): Knight-Chancellor and Knight-Attache of Myth. Once the king's cupbearer and royal paramour, now advisor and (rumoured) beloved of the Queen-Mother. A better courtier than a soldier.



2. **Sir Kathryn the Tall** (*Valiant, Harrowed, Regretful*): Knight-Attache of Visage and commander of the Border Forts. A esteemed lancer who was Knight-Attache to Visage at the time of the Saint's Rebellion and has commanded the war ever since. She recently died in single combat with the Gourmand.



3. **Sir Marfeld the Bountiful** (*Patient, Attentive, Charismatic*): Knight-Attache of Verdant. Adores her position, and does her best to look after the citizens of the Duchy. If her affair with the duke is revealed, she would be summoned to the capital and stripped of her post. She is not proud of the inequality in the city.



4. **Sir Rylan the Halloweye** (*Ageing, Tactical, Insecure*): Knight-Attache of Crescent. One of the King's Men, hopes to restrain the duke from violent action. Fears Thronebreaker's martyrdom, and hopes to appease rather than defeating her. Resents the cadre being sent to handle 'his business'. Hates his 'provincial' position.



5. **Sir Sarix the Resolute** (*Ashamed, Despondent, Unfulfilled*): Knight-Attache of Promise. Once a champion lancer, but slew another knight at a tournament and were punished with advisory duty, for which they are ill-suited. Has sworn an oath to slay his rival, the Fellhanded, one of the Tower Wizards. He knows he will fail at this task.



6. **Sir Kenly the Eight-Fingered** (*Striving, Sly, Anxious*): Knight-Attache to the Epitome. A fine knight who aspires to high position within the order. Knights as young as him are not normally assigned his post. Cares deeply for the rogue mage, his ex-lover **Angvor** **(page 181)**.

Multiple NPCs in a Scene

Myth has a lot of NPCs, and often scenes include two or three at once, or even more. These scenes are especially common at court in Knightsholme.

When using multiple characters, set up one main character as the point of conversation at a time, and have them ask questions to the cadre to keep things flowing.

Resist describing NPCs talking to each other for too long. Keep the conversation focused on the cadre, involving the players.

Think about NPCs relationships and design how they interact with each other. In a conversation, one might mainly listen, and the cadre can read their face. Here's what happens if the king says too much:

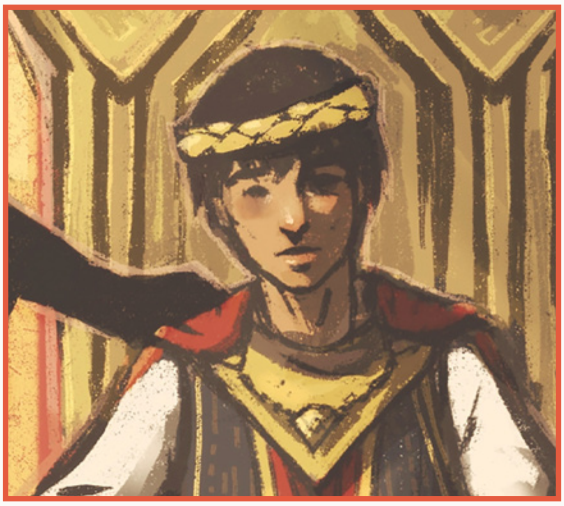
- Isoldaire rolls her eyes.
- Dyst gently smiles.
- Levir scowls.

Here's an example at court, in which the king debriefs with the cadre once they're returned from a quest:

- Rubain sits on his throne, asking questions to the cadre about the event. He says too much, overreacts emotionally and doesn't always ask the right questions.
- The Queen-Mother sits quietly, occasionally interjecting if Rubain asks the wrong question.
- Dyst is polite and smiling: all charm.

For a richer scene, add an NPC for some extra texture:

- Levir sits on a chair and scowls, not saying much. He'll butt in if anyone is rude or acts dishonourably.
- Cajahr quietly reads a book, not really getting involved much. She doesn't want to be here.
- Sulvan sits in meditation, occasionally adding a single mote of very intense wisdom.



King Rubain the Last
(Meek, Sickly, Principled)

King of Myth, ascended too young to the throne.

A skinny and pale child with short dark hair, he looks more like his mother than his broad-chested, fullbearded and blonde-haired father. He quickly becomes tired, dizzy and faint when subjected to stress or exercise. Naysayers say his illness is caused by a curse, given by a dark wizard. In reality, he is stressed and anxious, believing there is nothing he can do to prevent the destruction of his civilisation. There would be more he could do if his mother allowed him to take responsibility for his own decisions.

Errants have campaigned for him to be squired to a knight, likely Eli the Martyr, so he may learn honour and the arts of arms, before he can take his required position in the Errant Order. Malavan, and every king and queen before him, proved their right to rule Myth by seeking out the Lakebound and earning the Ironwood. Rubain has never attempted this quest. Isoldaire fears his poor health, and has sheltered him from this duty for too long.

In the campaign, the king is a subject of pity and not as an adversary. He is unquestionably a poor king, no one at court would deny this in private. He will never make a decision at court, allowing his advisors or the cadre to make decisions for him. The cadre must decide what is more important to preserve: the king or his kingdom?





Queen Isoldaire the Barren Mother
(Beautiful, Caring, Patronising)

She cares far more about the safety of her son than that of his kingdom, and makes many of his decisions for him. She has feuded with Levir to keep him from serving as a squire.

At court, she sits to the king's right in a small chair. She rarely speaks, and allows Sir Dyst to run everyday affairs, and implements her wills with a series of razor-sharp glares and commanding glances.

Isoldaire's character is impugned by a series of rumours that Sir Levir and his allies hold against her:

Foul rumours claim she has a continued affair with Dyst the Sable, even when he served as Malavan's squire and paramour.

Fouler rumours claim she commands a shadowy cabal of spies and assassins that worship the Lady of the Slain, a Northborn deity. Her veilbound conspirators walk the halls at night and commit acts of which the knights would not dream.

Fouler rumours still claim that she conspired with the Cannibal Saint or the Ravenclaimed at the Battle of the Violet Fields.

In the campaign, decide this early. Isoldaire will either make a cunning ally or a devious adversary to the cadre. Whether the curse is real is also for you to decide, but the Mythborn and Isoldaire herself certainly believe it to be true.

Sir Levir the Hammermight
(Ancient, Brooding, Fierce)

First Errant, chief of Errant Order. He is Myth's general and foremost of the king's advisors. Malavan was his squire. In his youth, he was everything knights aspired to be. Now, Levir is a bitter old man. He walks with a cane and has a hunchback from injuries at the Violet Fields. He is ever-scowling, with a thick moustache and bushy eyebrows.

Levir holds himself as a paragon of what a Knight should be, and he expects others to do the same. He is also a hypocrite. He talks as if honour and grand ideal are absolute, but in his desperation to save Myth these values will fall to the wayside.

At court, he sits in a chair far from the throne. He watches, listens and waits. People listen when he talks. He has grown better at hiding his grimaces when the King makes a mistake, or when Dyst or Isoldaire do something he finds distasteful or craven. Still, he fools no one.

In the campaign, Levir will be an imperious general and arbiter of integrity, commanding the cadre and others in the defence of Myth. If the Warlord is chosen as a Doom, Levir's desire to save Myth will bring it to Doom and him in conflict with the cadre.





Cajahr the Stargazer
(Arrogant, Distant, Impersonal)

Chief of the Mystics, Cajahr concerns herself with affairs beyond Myth, and rarely sullies their scholarly time with politics.

She looks old, and is much older than she looks. Add classic and whimsical wizarding tropes to taste: reading books, decades old science experiments, robes covered in stars, choosing new pronouns, growing a beard, consulting the orb, drinking endless tea and biscuits. She has forgotten more about gender than you will ever learn.

Depending on if she likes you or not, she will either dote your every move or just ignore you entirely. She approaches most conversations with the energy of an elderly, old-fashioned grandparent who could beat you to death at chess if she deigned to.

Seeing the future perfectly means she turns up to every encounter with a full script of what is going to happen. She gave up preventing the Doom of Myth centuries ago. She rarely gives advice, and if so it will be mystical and confusing.

At court, she will only show up if specifically summoned or if something magical piques her interest. She finds court, and politics in general, uncouth and beneath her. Despite her razor wit, she frequently pretends to forget the names of the rest of the court, and refer to them with their predecessors names.

In the campaign, she will serve as either a distant and impersonal figure, a hubris-ridden rival or a friendly and infinitely wise counsellor.

Sulvan the Sunblind
(Passionate, Stern, Old)

Living Saint and prophet of the Justicar, god of the peaks and the mountains. Holds the ear of the king, but is untrusted by the Queen-Mother.

He is an old man, with a shaved head and simple robes frankly unbefitting for court. He was once known by a different name from well before he was a man of god. His eyes were burnt out decades ago performing a miracle, and they are covered by a blindfold. He was a prophet, but lost this ability with his eyes.

At court, Sulvan will stand off to the side watching proceedings from a distance, often next to his ally and friend Levir. They will whisper to each other conspiratorially like old wives.

In the campaign, Sulvan is the moral centre to the actions of Myth. When he speaks, it will be immeasurable wisdom impressed with only a few words. His counsel is rare and followed without question.

Note: Remember to describe his reactions without mentioning his eyes, as they are beneath the blindfold.



Sir Dyst the Sable
(Advisor, Elegant, Scheming)

As Knight-Chancellor, Dyst is the second most senior Errant, managing administrative and courtly affairs for the king. He once served as Malavan's squire, cupbearer and paramour.

He is middle-aged and attractive, with long dark hair and a sculpted beard. Dressed in a breastplate and a crimson cloak, he has kind and gentle eyes. Dyst is unquestionably well-intentioned and the most charismatic man in Myth. King Rubain loves him like a father.

At court, Dyst stands to the king's left, with no chair. He greets those who arrive, questions those on the king's behalf, and will do the most talking in any scenario at court.

Levir both hates and respects him. Dyst is a better courtier than a soldier, and Levir resents him for his lack of honour.

In the campaign, Dyst will befriend the Cadre, acting as an advisor and a confidant, acting with more approachable and less imperious nature than the other Lords of Myth. He will become an important fulcrum in the Dooms of the Warlord or the Ravenclaimed.

Sir Rywe the Bonethrower
(Strong, Noble, Superstitious)

Rywe is a fortune teller and omniscient prophet, with mottled moonhued eyes and long greasy black hair. They serve as Warden of the Doors, meaning they stand at the tip of the Royal Steps, questioning those who would enter Knightsholme, unsealing the door with the Word of Bronze. They wear armour and a featherlined cloak and wield a bronze spear, Hewer, won in a battle with a foreign knight.

As a prophet, they have already known of your arrival and the subject of your conversation, and ask out of duty and courtesy. Nothing surprises them. As one of the King's Men, Rywe feuds with Sir Levir, believing his impulsive actions doom Myth further.

In the campaign, Rywe is an important checkpoint before reaching the king. If they are friendly, they will update the cadre of any new and important affairs at court, and act as information.

They will also let characters know if any other NPC wishes to speak with them.

Sir Artoum the Throneguard
(Stonefaced, Silent, Intimidating)

Like Myth, Artoum has already failed.

Artoum is a giant of a man, tall and mighty. He is clad in iron black armour that covers his scarred face. He served as squire to King Malavan, and watched him die at the Battle of the Violet Fields. As penance for his failure, he swore an oath of silence and took vows to defend Malavan's son, King Rubain. It is known from prophecy that he will die before the king, protecting him.

He wields the Thunderer, holy sword of the Stormlord, an ancient god once held in adoration by the Mythfolk. It was taken from a giant's corpse in the **Field of Gales** **(page 191)** in the Cradle Range. When drawn, it roars like its namesake, and lightning arcs from its blade.

As his bodyguard, Artoum will represent the king and the crown in trials of combat. His strength is unsurpassed within the Errant Order.



Friends, Foes & Monsters



Speaking-Birds

All birds once swore oaths of loyalty to the Red-Feathered King. In his absence, they are known and feared as the friends and familiars of wizards. As beasts of quick wit, they are often compelled to spy and speak for their masters. Different species of birds are said to serve different factions.

- The Soar of Eagles and the **Tower of Falcons (page 130)** are knightly companions, and act as hunting birds. The Falcon's Tower can be found as a turret upon the walls of Myth. An eagle named Parsival is the trusty squire of Sir Porlain the Ember. A Falcon named Alondo serves Sir Levir, as his trusty messenger.
- The **Parliament of Owls (page 131)** are beloved by the Stargazer, being creatures of wisdom and keen eye. The Chancellor of Owls is Rolimburry, who often watches Myth from atop of Obelisk. The Parliament often gathers atop the royal archives.
- The **Crown of Kingfishers (page 157)** gather in Pike's Reach and in the Mythic Range. They serve The Angler, a mysterious figure who fishes upon the river. They once acted as the knights of the first king of Myth, Salazar.
- The **Murder of Crows (page 188)** are the spies of the Stormeyes. Their castle, the Crow's Perch, is named for the Murder. Their godling spy and familiar of Whitemaw, the bird Jenbling, is older than the peace between Myth and the Crownless. Some amongst the Stormeyes worship the Murder as a god.
- The **Chorus of Songbirds (page 162)** are friends of the Taleweavers, with the great bard Strideshanks Brandon having learnt their tongue without magic. They dwell in the rafters of Willow Hall in Crescent.
- The **Swarm of Swallows (page 167)** were once the explorers and diplomats of the Red-Feathered King, regarded with jealousy for their freedom by the rest of his fettered court. Now their hearts beat together as one, and their voices are strung together as a ring upon the third finger of the Witch's right hand. They roost beneath a hazel tree, acting as her spies and messengers. They watch for her, undying.
- Children know to throw stones at the **Conspiracy of Ravens (page 138)**, fearing them as thralls of the Ravenclaimed. His familiar is a cinderbeast in the shape of a great black raven, and the Conspiracy dwells in The-Tower-You-Shall-Never-See.
- The **Wake of Vultures (page 174)** are traitors from the Red-Feathered King, who stole their voices as punishment. They are often fed scraps by roamers, and act as their sentries. The Mourner of the Wake is named Ovgad. They gather on a knobthorn tree over an old burial ground at Corpse Hill.

Not all birds speak, but those that do once served the Red-Feathered King.


MYTH
CRESCENT



The Red-Feathered King

It is said he stole time from the night itself, and that is why we must sleep. It is said his wide wings are why the dusk is red. He stole flight from the dragons, and now they are forced to slither upon their bellies. He seduced the sky itself and the clouds cover his tracks as he flies. Every ally of his was one of convenience and nothing more. The eight talons which served at his beck and call contain godlike creatures that called him master. These grand orders of bird-kind were the template upon which the Errant and Mystic Orders were founded.

The Red-Feathered King vanished centuries ago and no one knows how or if he can be found. Sir Siffa the Grey believes he nests alone upon a lofty mountaintop past the Radden Lands. Branden Strideshanks, friend of the Songbirds, swears he sleeps beneath the Shallow Sea. The Witch of the Woods boasts to have trapped him inside an egg, whereas her husband the Branchpierced confides in trusted allies that this is instead one of his children. The Ravenclaimed believes that he is flying the impossible distance to the moon and will never return. They all fear him.

Should the Red-Feathered King return, he could be a potent ally for Myth. The Great Drake would fear to face him. The Ravenclaimed, the Witch of the Woods and the Stormeyes would be greatly diminished if their birdlike allies were to turn their coats and return to their true master. Were he to prove an enemy of Myth, the Doom would be much swifter.

Any quest to find him must be a dangerous one, sending the Cadre to distant lands and forcing them to reckon with magic they do not understand. Finding him may be impossible.



TRUTH

A seven-chambered pistol of reddish steel, gifted to human champions of the Parliament of Owls. Rolimburry, their chancellor, has no use for such a weapon, and bestows it upon those he approves of, typically Errants, Mystics or Taleweavers in service of the crown. Its handle and barrel bear embellishments of birdlike talons and beaks, perhaps a sign of its legacy of the Red-Feathered King. Its last wielder was Mari the Balladeer, before she was expelled from Myth for cowardice.

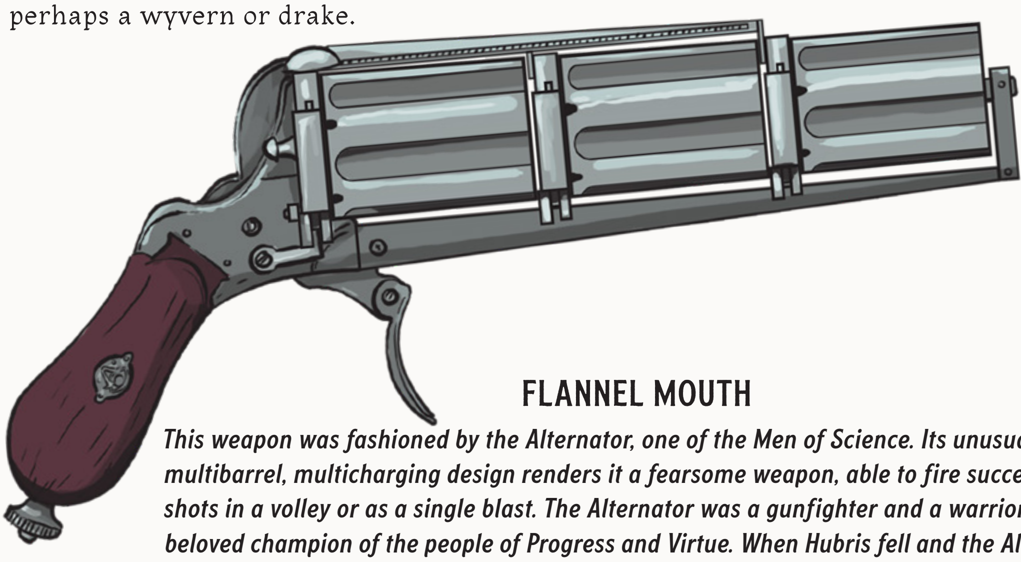
Crownless

The Crownless clans dwell in the Cradle Range. In the all too recent past, the Mythborn have attempted to bring this region under their rule, but the Crownless fiercely assert their independence and rightly despise the Mythborn as would-be conquerors. There are no walled cities in the Cradle Range, only their settlements and camps, which move around in the wake of volcanic activity.

Six Clans of the Cradle Range

The following six Clans can be used as allies or adversaries for the cadre as they journey through the Cradle Range. Be sure to generate names and titles for the most powerful of the Clan. While none are friends or allies of Myth, all of them might be convinced to aid the cadre, especially in the face of a greater danger, like the Great Drake.

1. Stormeyes: The warriors of Crow's Perch have warred with Myth for centuries. Their avian spies watch all those who enter the range.
2. Firetoads: Cultists of the Great Drake, who gather around volcano vents and drink fumes. The fumes grant not only prophecy, but their priests can gather smoke in their bulging necks, allowing them to belch concealing and corrosive ash.
3. Clawrenders: Once war rivals of the Stormeyes, now greatly depleted since half their tribe left with the spear-woman Marrowsup to join the Cannibal Saint. Their village is found inside the bones of a dead creature, perhaps a wyvern or drake.
4. Barklings: Dwelling in gardens of volcanic ash, they dressed in the burnt bark of the trees. They worship the distant Witch of the Woods, and seek to find their 'mother' again.
5. Smoulderers: A migratory clan, who move to wherever lava spills from the mountaintops. Their priests drink the lava, hoping to spit fire as the drakes do. Only those who survive are deemed worthy of leadership.
6. Giantkin: The sons and daughters of Molki, a giantess, with skin of stone and lumbering size. They are largely peaceful, but vilified in Myth as the ancestors of their greatest enemies.



FLANNEL MOUTH

This weapon was fashioned by the Alternator, one of the Men of Science. Its unusual multibarrel, multicharging design renders it a fearsome weapon, able to fire successive shots in a volley or as a single blast. The Alternator was a gunfighter and a warrior, beloved champion of the people of Progress and Virtue. When Hubris fell and the Alternator was slain, the weapon was lost and buried beneath the rubble, left unfound for centuries.

The Powderer jealousy seeks Flannel Mouth as the foremost firearm of its age, and has hired dozens of cryptdiggers and freeblades to seek it. Were she to own such a weapon and understand the secrets of its firing mechanisms, she could fashion more in its image.







Drakes

Cousins of the mighty dragons of old, some are little larger than cows, but they grow larger and smarter with age. The worst are animalistic predators, but some befriend wizards and become silver-tongued riddlers and tricksters.

They plague Epitome, gathering in a sinkhole called Hollows in the Radden Hills. Their leader, Lazrithar, seeks to move her roost west, away from radden poisoning.

Drakes have not had wings for millennia, those with wings having been slain by the Drifting Barons and their sky castles, but the Observer, a wizard who dwells in the **Radden Hills** **(page 178)**, claims to have seen flying beasts over Hubris.

Six Noted Drakes of the Barren

These potent Drakes are highly intelligent apex predators of the Barren, to be feared by all lesser than them. Even an Errant should be careful before engaging them in open combat. They are fundamentally selfish, and any of them can be convinced to aid Myth if it is within their own interest.

1. Lazrithar (*Ancient, Rusting, Long-Memoried*) is mother of the roost of Drake's Hollows, and claims leadership over the drakes of the Barren. She has not laid eggs in nearly a decade, and fears that the runoff of the Black River has left her barren.
2. Thuslybanyr (*Slumbering, Curious, All-Knowing*) sleeps beneath the royal archives and has been an advisor of the kings of Myth for centuries. He wakes every few decades, before eating a dozen books and going back to sleep. He gains the knowledge of every book he eats.
3. Rerinztherali (*Rusty, Talkative, Hungry*) soaks his bare belly in the Silent Dead Falls, slowly cleaning rust from his scales. He is a rumour merchant and somewhat of a taleweaver, who adores conversing with all those who pass in and out of the Cradle Range.
4. Orakinzi (*Draconic, Guileful, Slovenly*) has betrayed her fellows of Drakes Hollow's and agreed with Sir Kenly to protect the Epitome from her kin in exchange for a steady source of food. The children of the Epitome sing playful songs about her, but she would love nothing more than to eat them.
5. Ertusthryne (*Stealthy, Opportunistic, Cunning*) lurks in the Green, feasting on the great herds of ghet that roam the region. The ghetmen that serve the cattle kings live in fear of her, and have learnt it is simpler to feed her the smallest of the herd then fight her off. The Duke has petitioned the capital for a knight to slay her, but within the Doom none have answered.
6. Itinazki (*Radden-mad, Furious, Undying*) is a great, winged beast, like the old dragons of legend but dark and cursed. He soars over the skies of Hubris, casting wide shadows and roosting in the highest pinnacles of the skyscraper. His blood is black with ash. His scales peel and rot. His breath is a ruined slurry of his innards, stinking and poisonous. His flesh sloughs from his bones. Despite his body, he is still a fierce enemy.

Raddenfolk

Lesions burn the flesh of these undying survivors of ancient Hubris who were poisoned by the runoff of the radden forges. Their skin bubbles and melts, and their thoughts are rarely clear and kind.

Mythfolk think their condition contagious and shun them, herding them away from towns and villages at gunpoint. Those that speak barely make sense and they lack clear memory, self-awareness and understanding of the passage of time.

Wizards obsess over their condition. Some believe raddening to contain secrets of immortality, while others simply wish to speak to the lucid ones of their memories of ancient magics.

Those that can hold a conversation are unaware of the end of their society and the passage of time. Helpless and confused, they talk as if lost things still remain. When challenged, they barely remember their names, and instead repeat common stories and phrases. Much knowledge can be plied from them with patient, repetitive conversation.

Six Raddenfolk from Another Time

You might find these Raddenfolk anywhere within the Barren, but they are most likely found in the lands around Hubris and the Radden Hills. Some Raddenfolk are violent, but others are simply lost and confused, unaware of their condition or the passage of time.

1. A Man of Science, clad in the white coat of their order, though it is caked in dust. He wears spectacles and a lanyard strip, its keycard long since faded. Comments on the 'rural get-up' of the character's dress. Bemoans the lack of lighting in the area, and 'those darn power cuts'. Works upon a factory.
2. A godsman of Commerce, dressed in a ragged suit and tie the same colour as his plum face. Carries a metal cane above his head with its spoke-like ribs extended, using it to ward the sand-storms away. He is heading 'to work' where he 'trades in futures' within the temple. Curses the 'Three Hundred Prosperities', which he claims will 'crash after the weekend'.
3. A taleweaver, quietly muttering a 'piece to camera' about the ongoing incident occurring at the Three Towers Power Plant. She begs those who listen to flee the city. Although dazed and confused, if listened to carefully, she tells a reasonably coherent narrative of the final days of Progress and Virtue.
4. A factory worker, in tattered overalls with skin white with ash. They are unionist, embroiled in strike action surrounding pay and automation in manufacturing. They wish they could 'destroy those infernal machines' and 'return to the old ways' when 'things were simpler' and 'people worked with their hands'.
5. A victim of cruelty, stark naked with his tongue severed and eyes plucked. Likely a feast for a wizard, perhaps the Fellhanded, who is known to covet these delicacies.
6. A politician, smiling and insincere. He talks fast and often, promising anything in exchange for 'your support'. Cares very much for 'the people', and is very concerned with making them believe it. After earning 'your support', he moves on, hoping to ply the next person for their votes. He knows much of policy, rumour and intrigue within Progress and Virtue.



Roamers

Roamers are bandits and lawless people, living outside the rule of the crown. Most roamers are showmen, obsessed with theatrics and gimmicks. They adore complicated, daring heists that become legends in drinking holes across Myth. While most of them just want money, fame and freedom, a rare few have principles aligned with Myth that they might be willing to die for.

Twelve Roamer Kings and Queens

Let's take a look at twelve Roamer Kings (and Queens), who might act as allies or opposition to the cadre. Use them on their own as skilled gunfighters, or introduce them as kings or queens who lead their own bands.

1. The Revenant (*Fearsome, Vengeful, Grouchy*): A dead woman with a bullet lodged in her forehead, gangrene growing around the wound. The Marshal already killed her once. She wants revenge before the rigour mortis sets in.
2. No-Wit (*Petty, Capable, Beloved*): Insulted with this mockery of a title by the taleweaver Strideshanks Brandon, No-Wit and his well-armed gang pray on the Crownlands. They will fight the Endless Horde just as soon as a Mythborn. They ate his mum.
3. Three-Shiv (*Capricious, Boastful, Dextrous*): A gunless roamer-nee-shadowjack who fights instead with a brace of throwing knives. Killed a knight, Sir Rost the Winegut, and now carries his unusable handcannon as a trophy. She plans to reave and gloat once Myth has fallen.
4. The Dustpanner (*Anarchistic, Mumbling, Gloating*): A pistol-toting druid who can pan pellets of gold from the sand between his hands. These are then loaded into his six-shooter. He and his motley gangs sleep in tents and caves, and curse 'roofdwellers', hoping to ruin them and revert the world to its natural state.
5. Bluehat Maeve (*Debauched, Deadly, Desired*) : Once a debutante of Verdant and lover of a cattle king. She fled her comfortable life to fall into a large roamer clan in the Mythic Range. S he has claimed a fortune of her own from her ex-lover and his peers, and drinks and feasts in grand debauchery in her captured mansion. She attends her heists in opulent attire.
6. Dangoval Swifthands (*Laughing, Cursed, Nimble*) : A legendary highway-man who is said to have stalked the roads of Myth for centuries. He is raddened, his purple skin laden with puffy splotches, and is quite mad. He remembers little more than his own name, and how to rob and kill. He speaks with a raspy voice in antiquated language.
7. The Waghalter (*Enormous, Blunt, Maggot-Infested*): Sir Siffa strung him up by the neck in Promises' town square five years ago, but he still walks. The bag is still over his head and bruises welt at his neck. He now plunders Myth, carrying a heavy woodsman's axe that he threatens his victims with.
8. The Reviver (*Sorcerous, Cowardly, Meticulous*): A gaunt gunslinger of indeterminable age and gender, their white skin hidden beneath a hood. Those killed by their eponymous gun rise shambling and in their servitude. When they robs a settlement, they will send their minions in, disguised as normal civilians.
9. Althus (*Capable, Modest, Rugged*): A simple man who despises the theatrics of his competitors. Althus and his fellows deserted the Mythic Army three years ago. They are well-armed, well-disciplined and no-nonsense.
10. The Duelist (*Flamboyant, Slick, Conceited*): Never steals a coin without killing a man in a duel. Refuses to shoot the unarmed man, and carries two pistols to cater to this obsession with duelling. In his decade-long career of evading the law, the Duelist has fought and killed two sheriffs, a Mystic apprentice and an Errant, Sir Obiw the Sunkissed.
11. Leafwind (*Driven, Violent, Solemn*): A storied bandit who fled royal persecution into the White Witch of the Woods' servitude. Now leads the human followers of the Witch. Moss grows in her hair. She stalks the Green, plotting to find and kill her old lover, the Mosscloak.
12. Stonehands (*Stubborn, Cursed, Canny*): Won a gunfight against a wizard, but was cursed in the process. His left hand is fused to stone around his favourite pistol. Quite how he fires it, no one knows. He is smarter than he looks, and boasts he will break the **Manse (page 157)** before Myth burns.



Wizards

HATED and feared by all, wizards wield the power of the sorcerous moons to cast their magics. Wizards are known for meddling in forbidden knowledge, disturbing powerful creatures and wielding concepts as forces. They understand things mortals should fear.

Anyone who uses magic can be a mage, and mages who have earned a title are known as wizards. Road mages are itinerant, and wander the Barren, often with little more than a staff and a pair of boots. Some are alone, whereas others join with roamers or freeblade companies.

The more feared type of wizard is the tower mage, those who have thrown down roots and dwell in isolated towers. These lofty places are often hidden in mountain ranges, to allow the wizard to be closer to the moons. Tower mages commonly gather inventories of wizardly items: staffs, rings, crystal balls, wands, telescopes, potions, hats and other artefacts containing magical power. They craft, bargain for, steal or otherwise illicitly procure these items. Their towers are often hidden, guarded and booby traps, to prevent the wizard's study being interrupted by thieves or, worse, knights.

Some wizards keep apprentices, younger mages who they teach magic in exchange for service and loyalty. Amongst evil wizards, a common method of ascension to towerdom is murdering their master, so many masters prune their more powerful and ambitious servants before it is too late, breeding further mistrust and violence.

Rarely, wizards gather into loose alliances or orders. These are rife with infighting, squabbling and backstabbing. One such order is the eponymous Tower Wizards, a group who rule the Wizard's Bluff, and are ancient enemies of Myth.

Another is the Mystic Order, led by the Stargazer, the most powerful wizard in the Barren. A hundred years ago, the Mystic Order allied with Myth and now their five towers take shape around the capital. The Mystic Order shares apprentices and knowledge, serves the king, and tutors the magically-talented youth of Myth.

Six Wizards of Road or Tower

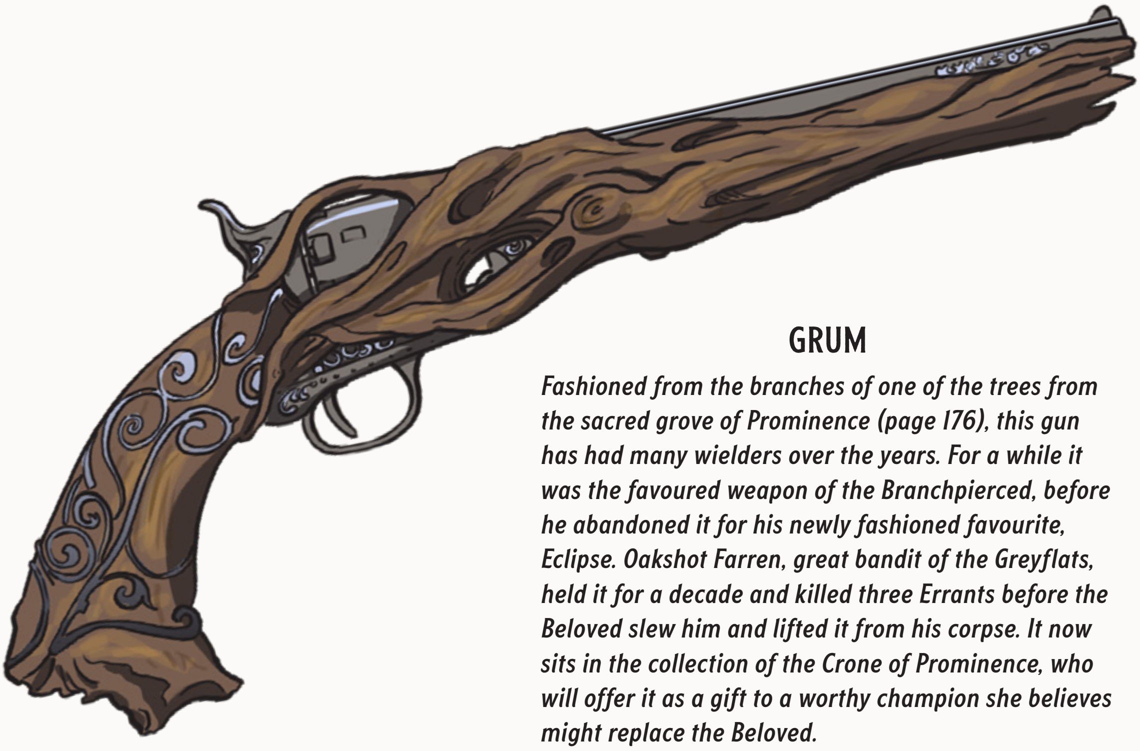
These six wizards can appear as allies or enemies of the cadre. If you need more wizards, have a look at **the Mystics and Their Apprentices (page 198)**, or the **Tower Wizards (page 94)**.

1. The Emeraldine (*Roguish, Peculiar, Eager*): A student of causality, the force of convergence by which events flow from each other and lead to certain outcomes. Without causality, they claim, there would be no prophecy. Hopes to understand the secrets of the Men of Science that dwelled in Progress and Virtue, and purported the existence of this Axiomatic force. Seeks the Great Machine, the ruined arcane laboratory.
2. The Raddenscarred (*Resourceful, Burned, Duplicitous*): An ill-regarded outcast of Myth, obsessed with harnessing the powers of a radden forge. Earned his title from his radden burns, earned by venturing close to Hubris. His blood is slowly turning to ash, soon he will join the raddenfolk. His metal staff contains an exposed Rod of Power that once fuelled a radden forge. It glows with profane light.
3. Moonlark (*Perceptive, Profound, Free-Willed*): A wanderer with a stolen telescope, seeking the hidden light of the rumoured third moon. She foolishly believes that knowledge of the third moon contains the secrets to undo prophecy and save Myth. Flits from place to place following tales, rumours and prophecy.
4. Observer (*Curious, Uncaring, All-Watching*): An ally of the Mystic Order with a tower on the Black River. She watches creatures that wander away from Hubris. She owns a rifle that shoots rounds-of-sight, containing an enchanted eyeball from which she can scry. Many trees, rocks and buildings within the Radden Hills are cursed with her sight. A fierce rival of the Raddenscarred, who she thinks a reckless fool.
5. The Muzzled (*Unflagging, Unstable, Furious*): Once an apprentice to the Singer of Steel, this proud wizard fashioned advanced firetubes in prodigious quantities for the Mythic army. The Stargazer saw the Wastelands would fall to the Cannibal Saint, and fearing treachery they stole away the Muzzled's voice with magic. Now unable to cast spells, he manufactures hundreds of weapons for use by soldiers of both parties.
6. The Excavator (*Dirty, Rash, Materialistic*): A wizard obsessed with plundering the tombs and towers of dead mages to steal their arcane power. Lives in Carcass, and has a grim reputation amongst the freeblades and cryptdiggers of the city for recklessly throwing their lives away for profits. Plots to plunder the Row of Tombs in Myth in the final days of the Doom.

Wizarding Specialities

Often wizards specialise in a specific field of magic. If you need to know what a wizard is interested in, roll 2 dice on this table:

1.	Alchemy	19.	Moonsinging
2.	Archaeology	20.	Mountainspeaking
3.	Banishment	21.	Necromancy
4.	Blood Magic	22.	Oneiromancy
5.	Causality	23.	Relics of Hubris
6.	Chimericism	24.	Rotweaving
7.	Cinder Invocations	25.	Runecarving
8.	Curse-Eating	26.	Sand-Whispering
9.	Doors of the World-Walker	27.	Stargazing
10.	Dowsing	28.	Stoneshaping
11.	Glamours	29.	Tarotry
12.	Godspeaking	30.	The Principles of the Aetheric Travel
13.	Grovetending	31.	The Principles of the Anatomic Humours
14.	Gunsmithing	32.	The Principles of the Axiomatic Truths
15.	Harupsexy	33.	The Principles of the Fundamental Signal
16.	Inkwretching	34.	The Principles of the Light Invisible
17.	Lithomancy	35.	The Principles of the Elemental Polarity
18.	Moonpathing	36.	Windreading

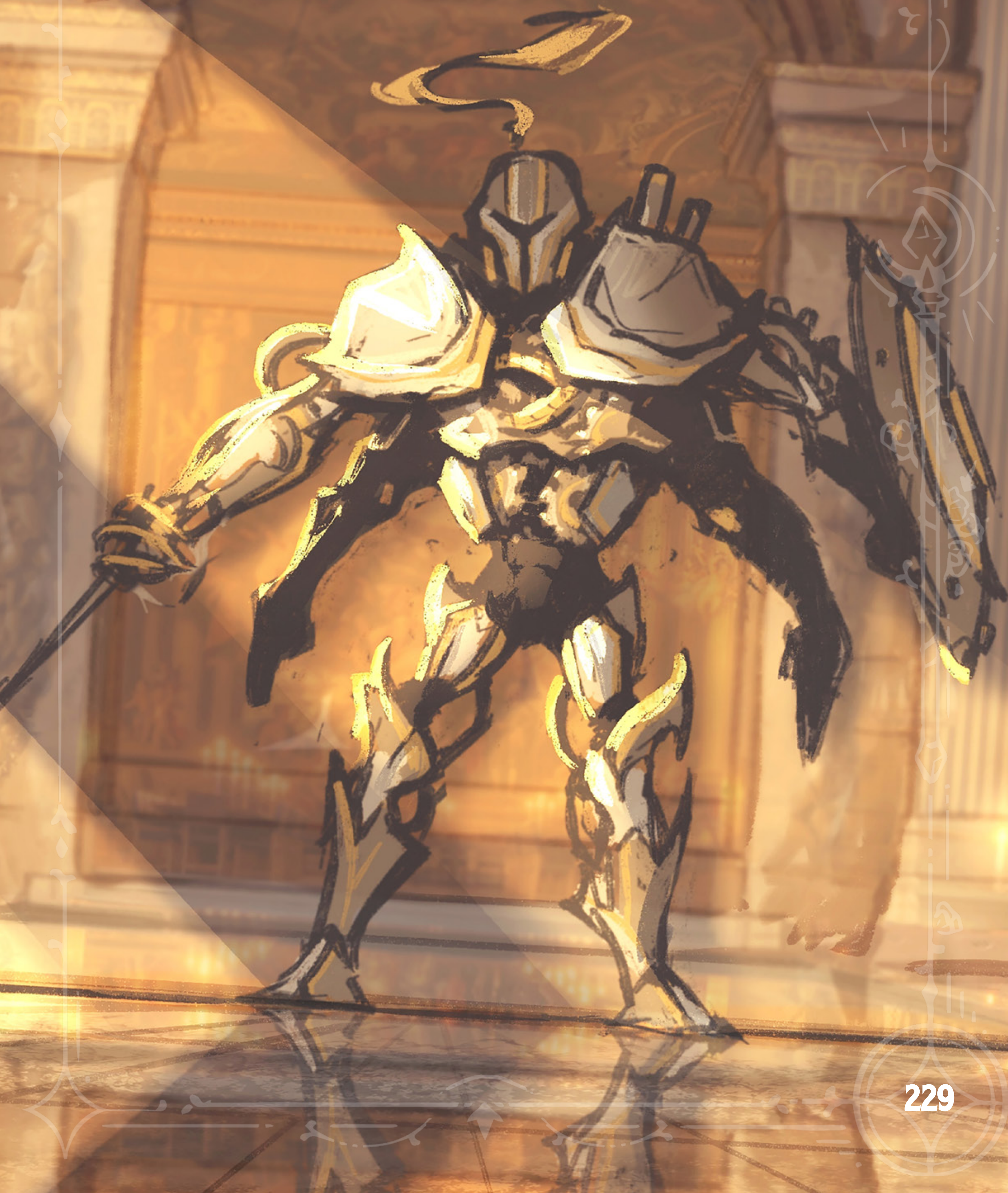


GRUM

Fashioned from the branches of one of the trees from the sacred grove of Prominence (page 176), this gun has had many wielders over the years. For a while it was the favoured weapon of the Branchpierced, before he abandoned it for his newly fashioned favourite, Eclipse. Oakshot Farren, great bandit of the Greyflats, held it for a decade and killed three Errants before the Beloved slew him and lifted it from his corpse. It now sits in the collection of the Crone of Prominence, who will offer it as a gift to a worthy champion she believes might replace the Beloved.

A Fistful of Monsters

HERE are a bunch of monsters and cosmic forces to use as foes and allies when running INEVITABLE.



Beyonders

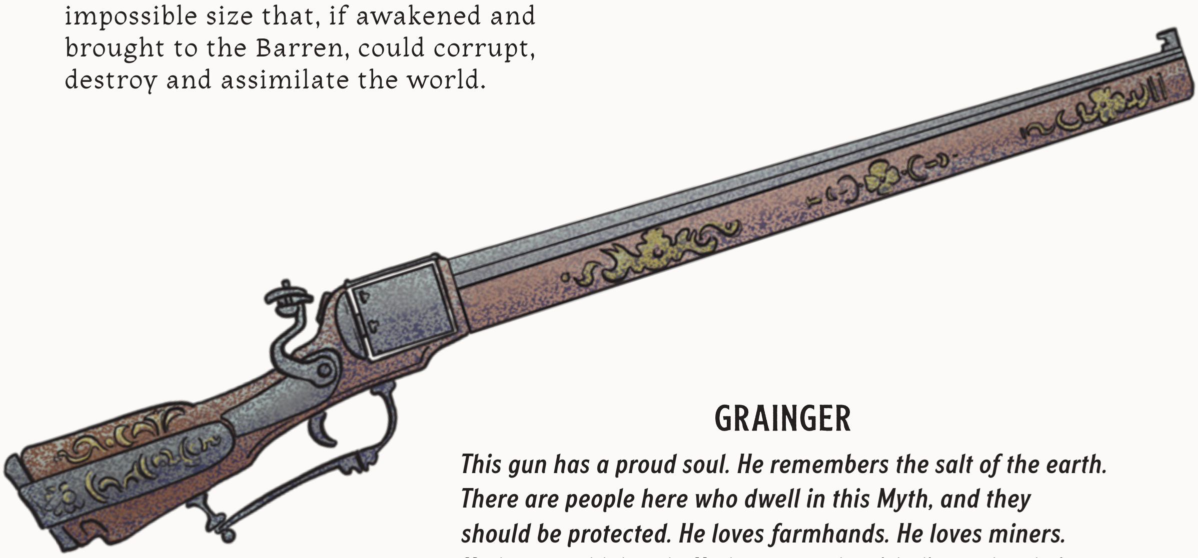
Those who watch the stars speak of the Beyonders, those unknowable creatures who dwell within the depths of the cold cosmos.

- These inhuman beings do not resemble living creatures, more a writhing jumble of limbs and organs. They do not speak, obey no masters and have no observable culture. Their sentience is plausible, but rarely observed. They communicate through confusing visions and feasting dreams.
- Wizards and cultists often grow fascinated in the cosmos, watching the Beyonders through huge telescopes, and waiting for them to fall from the sky like fleshy meteors. The Waywarded is the expert within this field.
- Followers of the Beyonders speak of 'Dreaming Ancients': impossible, reality shattering entities of mythic power and impossible size that, if awakened and brought to the Barren, could corrupt, destroy and assimilate the world.

Cinderdead

The Cinderer of the Orange Keep placed fires in the hearts of the dead and made them walk. Myth was nearly destroyed before she was slain in her tower.

- The Ring of Fire was supposedly used to make the cinders. If the ring was found, could it be used to make other types of living dead?
- Their feet burned hot with fire. Their passage could be seen on the cobblestones, and the streets of Epitome are still marked with burns.
- Creatures that villagers say resemble ancient Cinderdead have been sighted on the steps of Epitome. Fire shines above the Orange Keep. Has the Cinderer returned?



GRAINGER

This gun has a proud soul. He remembers the salt of the earth. There are people here who dwell in this Myth, and they should be protected. He loves farmhands. He loves miners. He loves stablehands. He loves people with dirt under their fingernails. He has no love for kings or country but he knows love nonetheless.

Should you wield the Grainger in defence of the crown, he will still fire. He is a gun after all. But should you wield him while defending the people he cares about, then by the gods he shall roar.

Cinderbeasts

Cinderbeasts are terrifying creatures from the Pit of Letha, a sulphurous foreign world of burning heat ruled by the Archfiend Akatesh. Within these Blacklands is a mighty city, the Spires of Akatesh, where tortured souls scratch against the walls of their cells and time flows like treacle. There are three breeds of cinderbeast:

- Peons bear the shape of a human of colossal size, but odd-coloured skin and merged with animal aspects. They do not possess intelligence, only the desire to kill and consume, and as a result are incredibly violent.
- The Peers rule the Pits of Letha, being less monstrous than their brutish Peons but far more cruel and manipulative. They possess a sharp legal wit, capturing many a tempted mortal in contracts damning them to prison in Letha for all eternity.
- Knights are sent to hunt known cinderbeast. Most weapons melt when exposed to the acidic blood of a cinderbeast, but Mythic Blades drink their blood. Wizards however, particularly the Ravenclaimed and the Fellhanded, are fascinated by cinderbeasts and wish to manipulate, capture and control them.

Aspects of the Cinderbeasts

Cinderbeasts are vaguely humanoid, but also possess the visages and body parts of other animals. Roll a pair of dice on this table to generate one or more aspects for your cinderbeast.

1.	Toad	19.	Spider
2.	Goat	20.	Beetle
3.	Hawk	21.	Moth
4.	Cat	22.	Horse
5.	Wolf	23.	Bull
6.	Crab	24.	Ape
7.	Weasel	25.	Snake
8.	Eagle	26.	Shark
9.	Rat	27.	Racoon
10.	Mouse	28.	Fox
11.	Porcupine	29.	Bat
12.	Lizard	30.	Dog
13.	Pig	31.	Moose
14.	Hound	32.	Sloth
15.	Chameleon	33.	Lion
16.	Stork	34.	Bear
17.	Owl	35.	Panther
18.	Cow	36.	Shrew

Clockwork Knight

An ambassador of the feared Cogshaper, one of the Tower Wizards. The Cogshaper, via arcane experiment, has created thinking machines in the image of knights of Myth. They speak, think and feel, but are in reality little more than a ticking mass of interlocked gears. They are noble, lawful, and fierce in combat, their limited personalities harshly bound to the commands of their creator.

- Each bears upon a shield a symbol of dots and dashes upon a grey field, a mockery of Mythic heraldry.
- Sir Seffield the Dry was a knight who swore to kill the Cogshaper. She assaulted her tower and failed, and now the Cogshaper has dressed one of the Clockwork Knights in her armour and armed it with her weapons, in mockery of Myth.
- The Singer of Steel desires greatly to capture one and pull it apart, hoping to learn new secrets of artifice from its innards. She desperately wishes her old apprentice would rejoin the Mystic Order.

Drifting Barons

These inhuman insectoid creatures are the stuff of legend. They are spoken of in the tales and have been unseen in the world for thousands of years. They conspired against the Axiomatic Truths held dear by the Men of Science and created the wondrous machineries of the radden forge and the sky castles.

- They arrive in our world from a distant one: a land of crimson skies and clouds-made-solid.
- Lacking tongues and mouths, they communicate telepathically, all the while speaking with mandible clacks and insectoid clicks.
- The Men of Science considered them long dead. None have been seen in the Barren for hundreds of years.

Druid of the Dunes

One of the wild folk with no love for kings. Hears and speaks with the desert wind. Sand strewn in their hair. Isolationists.

- Often know secret paths through the desert and befriend many hideous monsters. They might prove a valuable friend or a heinous foe to a knight.
- Some roamer bands are led by or aided by a druid, allowing them to know the tricks of passage through the desert. In addition, they know valuable spells for creating and controlling sandstorms.
- Many of the Barren's druids, the Mosscloak, Sapdrinker, Shallowroot, Flintfang, draw (or once drew) their power from the Witch of the Woods.

Giants

Stone monsters a hundred metres tall, born submerged in the lava of the Cradle Range volcanoes. Melancholic and mournful creatures who do not understand the passage of the years.

- They were wiped to near extinction by Myth and the Stormeyes in the Giant Wars. The Cloudtamer, godsman of the storm and gale, led the armies of Myth.
- Occasionally, a confused giant leaves the Cradle Range and rampages through the Barren, destroying landscapes and cities as it walks. Recently Uli the Weeper, a giant prince, was slain by Sir Halston the Oak, who fought him by throwing her lightning wreathed spear at him.
- When the giants meet, they sing grand mournful songs of their people, kingdoms and history, and when they do the mountains burst and burn as they weep alongside the giants.

Heralds

The greatest of the gods compel Heralds, angelic beings of peerless might and duty. Heralds are slender humanoid creatures with cold skin, seeming to be fashioned from stone. Their weapons are of sharp and cruel brass. They are fierce, beautiful and all powerful, despite their smooth and featureless faces.

- When one visits the Barren, it is due to significant causes for their god: the purging of heretics, the waging of grand religious wars and preparation for acts of great importance.
- Rarely have men ever slain Heralds. Most notably, the Branchpierced used bullets of moonlight to shoot the Dawnbreaker, a Herald of the Justicar, and Prince Martyn Talloak slew Lightning's Edge, a herald of the Stormlord with his dragonbone lance.
- Theologists argue that Heralds are mortal heroes who serve the gods, godsmen, living saints and similar, caught up in bargains and promises beyond their knowing. Those that fail the gods serve them for eternity.





Lanternbearer

A hooded shawl with no person beneath it, carrying a lantern through the cold night. A trap, employed by wizards and petty mages to lure unsuspecting folks into danger and compromising situations.

- Those who wander the desert, particularly roamers, fear lone travellers, believing they may be lanternbearers. Paradoxically, travelling alone is thus safer than in a small group.
- They leave no footsteps and make no sounds, only the soft brushes of a long shawl along the stand.
- Some are enchanted enough to speak, and the worst to attack with their lantern floating and flaming.

Lumbering Shrine

A holy site, compelled by miracle to march upon the enemies of its god. This mountain-like construct of walking stone is the stuff of legends.

- Employed by the Cannibal Saint who draped the Cathedral of the Twelfth Eye in flesh and cursed it to march on Myth. It now lies rent on the Violet Fields, shattered in battle by the Rockweaver.
- Earth from a Lumbering Shrine, ground into a fine powder, makes potent gunpowder.
- In ancient times, all cities walked, to keep their inhabitants safe from drakes, demons and sky castles.

Lycans

People cursed to never see moonlight, taking bestial form to rampage. If killed in human form, they transition in violent fashion. Their human forms have one green and one orange eye.

- Many lycans dwell in the Whispering Woods, where the trees shield them from the moonlight. The Witch of the Woods takes joy in their condition, and treats them like beloved children.
- A wave of these moonchildren were born in Myth after a godsman of Constance cursed the city. **Strandmon the Councillor (page 110)** tried to hide and protect these children on the will of the Shadowkeeper. Many hid in his temple, but they were slain by the Errant Order.
- The Moonchild, last survivor of these children, fled to the Wizard's Bluff. Now one of the Tower Wizards, he seeks a cure to his condition.

Moon-Gorged Stags

Their court, the Rangale, dwells in the Moonsap Grove in the Hart's Demesne. They are gorged on moonlight that gathers in sacred pools. Their eyes glitter with starlight. Their bodies are swollen, regal and sorcerous.

- Doltan, a king of Myth, was once saved from certain death by Rold-Ecu, prince of the Stags. As a record of their friendship, Myth and the Rangale are now allied. The greatest knights in history have ridden such stags. Hunting them is a crime punishable by death.
- Their horns, bones, pelt and gristle are potent fuel for wizardry. The corpse of one of these beasts would fuel rituals and gunsmithing for a century.
- They rarely leave their woodland realm, but those that do engage in flights of whimsy and fancy in relation to their obsession with the night's sky: wooing the stars, bounding over the moon, drinking a cloud.

Moonwater

Wizards often catch moonlight in molten pools of silver. They drink it and dream, or forge it into memories. If it is kept for too long, it grows a soul and speaks.

- Imbibing Moonwater will make one a prophet, and those who consume it often form the centre of cults of the stars. Moon-gorged stags consume it, growing them to great size and imbuing their bodies with magic.
- When Moonwater takes shape and body, it seeks to see the stars again and lose its physical form. If it cannot, it will head to a mountaintop and wait.
- For Moonwater, a solid state is death. They often light fires under themselves to keep an inner heat.

Nemean

A flesh-warped lion from the Wastelands, grown fat on manflesh by the Endless Hordes. Their flesh cracks and scales with dark sorcery. Entrails and fur hang from their horns.

- Employed in war by the Endless Hordes, slaying many Errants in battle.
- When the Cannibal Saint was a young man, he hunted and killed the first Nemean, which was a pet of the **Marrowsup** **(page 90)**.
- Kathryn the Tall earnt her command of the Border Forts as a famed slayer of these beasts, acting with her bone lance and bridled charger.

Ogre

A corpse fed elixirs by a dark wizard, they live again in a horrific half-life: hulking, unaware and monstrous. Strong and impossible to kill with conventional weapons, due to their knitting flesh and acid blood. Once created, they rarely survive for more than a few months before returning to death.

- The Stargazer is rumoured to keep a few ogres in the depths of the Obelisk, despite them being outlawed by the Mystic Order.
- Many stand guard in chains, bound by the tower wizards, they are prized as errant-slaying weapons.
- There are swathes of swords mounted in the halls of the Royal Armoury, ruined by ogre blood, rendered blunt molten lumps.

Ravenous Sands

A valley in the Wastelands, driven mad with hunger by dark magics. A wrong step and it will swallow a man whole, drowned in the sand.

- Beloved by wizards, who would see their towers left in peace.
- Employed by the Cannibal Saint to guard his borders. During the wars, entire columns of the Mythic army were devoured by the sands, later to be dried and salted by the Endless Horde for later consumption.
- Some roamers know steps and secret pathways around the ravenous sands, allowing them to fish treasures out of the sand with hooked poles.





Statue Guard

A method of soul transposition invented by the Candleman, who practised placing spirits of the living and dead in inanimate objects. Usually a statue, but sometimes a gargoyle or human.

- King Danlau the Tallowheld was placed into a candle by a wizard named the **Candleman (page 137)**, but his spirit was so large it became a waxen golem and killed his captor.
- Soul transfusion is illegal in the Mystic Order, but **Sulvan the Sunblind (page 210)**, high priest of Myth, knows how to channel memories of a knight into their statue, and sometimes takes counsel from them.

Vicious Wind

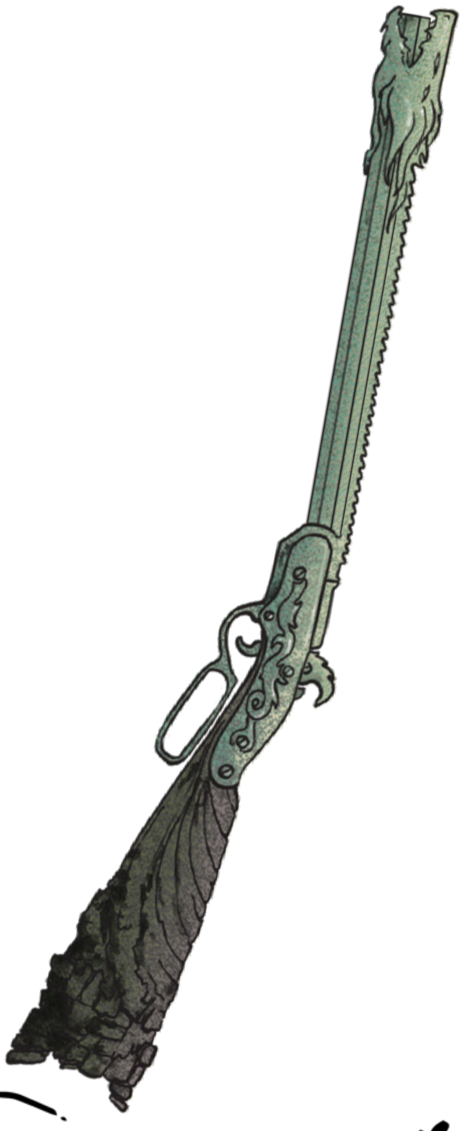
A gust of wind, compelled by a wizardly oath to assassinate a specific rival. They chase you and pull the air from your lungs. Those who fail are left wandering the skies, whispering the name of those they're sworn to kill.

- If the target dies in some manner other than the wind, they are left listlessly searching for someone with the same name or title.
- Mythfolk fear speaking their name in a desert, in case a vicious wind hears them.
- In a drunken boast, **Sir Siffa (page 206)** created a vicious wind that hunts the Cannibal Saint. It dwells still in Knights-holme amidst the Singing Ceiling. It has ruined many a meditation.

Witted Weapons

Typically guns or (speaking) swords, these weapons possess personality, often communicating with their wielder through telepathy. They rarely desire anything beyond death.

- Often made maliciously by a wizard, who trap the soul of a capable warrior inside a weapon that they used for years.
- Include many famous weapons from the tales, such as the Grimblade, the Word of God and the Sharpglass of Serenity.
- The Mystic Order finds and destroys what speaking swords they can, as the transportation of souls is forbidden the order. Only one such weapon can be found in the royal armoury: the Royal Lance, imbued with King Dunbaire of Myth.



DRAGON'S ROAR

Fashioned for the dragonslayer Sir Fulvast the Scalehewer. This long rifle is filigreed in brass with draconic motifs. Its muzzle spits fire from its open jaw. Fulvast was killed by his own arrogance, when he tried to slay a whole brood of drakes at once. Another knight, Sir Anglanr the Lakespun, earned vengeance for the death of his dear love, claimed the weapon from the guts of the drake Isliynn and returned the weapon to royal armoury. The weapon is blackened with the soot of drakeguts.



Artefacts

These various magical artefacts provide connective tissue and background to the setting. Make your own legends to supplement them, and pull from the Tales of the Barren. The wizards of the Barren, particularly the Men of Science from old Progress and Virtue, have fashioned dozens of such items of power: from simple weapons like blades and guns, to magic rings and secrets of immortality, to fouler things still.

The Ringsmith's Dozen

The Ringsmith is one of the oldest and most powerful wizards from the tales. She was an artificer who kept a tower on the banks of the Grey River.

Alongside Prince Martyn Talloak of Myth, she buried the Great Drake beneath the Cradle Range. As it slept, she ensorcelled a portion of its spirit within a gemstone and set that gemstone upon a ring. This Ring of Power was the first of the Ringsmith's Dozen.

She sought out nine more powerful beings or instances of power, and encased them all in magic rings, until she had no more fingers with which to wear more rings.

Rings of Fire and Thorn; Shadow and Dawn; Truth and Lies; Stars and Storm; Winter and Wild.

Yet there was more left to conquer. She sung two more fingers onto her right hand and made two more rings, the final and most powerful: Fate and Void.

Once the Ring of Void was finished, she considered her work done. Some versions of the tale say she died in her sleep the next night, some say she tried to destroy the Ring of Void and perished in the attempt.

Since this day, her rings have passed through the legends, moving through the hands of dozens of villains and heroes. No one person has held two rings at once and such is said to bring doom.

Each ring contains the secret knowledge of three magic words, and effectively grants the godsman's Covenant ability, as a pact is forged with the creature inside.

Each of the twelve rings is named and known thusly:

1. **The Ring of Fire:** Contains the heart of a still-living drake, encased in a red diamond on a band of gold. This ring knows the secret names for Smoke, Ash and Death by Fire. Last seen on the hand of the Cinderer of the Orange Keep.
2. **The Ring of Thorns:** Contains the seed of a tree that should have been the first of its forest, encased in jade on a band of brass. This ring knows the secret names for Hunger, Growth and the Shadow Beneath Branches. Last seen on the hand of the Witch of the Woods.
3. **The Ring of Shadow:** Contains a demon of the night, encased in an amethyst on a band of silver. This ring knows the secret names for Dusk, Glamour and Grasping Night. Last seen on the hand of the Ravenclaimed.
4. **The Ring of Dawn:** Contains the eyes of a Herald of the Justicar, encased in a diamond on a band of bronze. This ring knows the secret names for Sunlight, Hope and Retreating Night. Last seen on the hand of Sulvan the Sunblind, rumoured to have been destroyed in his covenant with the Justicar.
5. **The Ring of Truth:** Contains the first truth ever spoken, encased in a ruby on a band of gold. This ring knows the secret names for Trust, Authority and Truth Revealed. Rumoured to be on the hand of the Man of End, the Man of Science responsible for the destruction of Hubris at the final days of that era of the world.
6. **The Ring of Lies:** Contains the last lie ever told, encased in a (glass) ruby on a band of (fool's) gold. This ring knows the secret names for Trust, Glamour and Truth Obscured. Rumoured to be on the hand of the Man of End, the Man of Science responsible for the destruction of Hubris at the final days of that era of the world.
7. **The Ring of Stars:** Contains a dying star in a singularity, encased in a white diamond on a band of silver. This ring knows the secret names for Gravity, Starlight and Authority Over Matter. Last seen on the hand of Cajahr the Stargazer, chief of the Mystics.
8. **The Ring of Storms:** Contains that lightning bolt that lit the first fire that man ever stoked, encased in sapphire on a band of silver. This ring knows the secret names for Lightning, Thunder and Death by Fury. Last seen on the hand of Sir Halamyr the Cloudtamer before he drowned in the Grey River.
9. **The Ring of Winters:** Contains the centre of the coldest blizzard ever felt by man or beast, encased in pearl on a band of white gold. This ring knows the secret names for Ice, Hail and Death: Cold And Alone. Last seen on the hand of the legendary Patlan Snowbeard, king of the Frozen Fields, before he wandered into a snowstorm.
10. **The Ring of Wild:** Contains the roar of every living beast, encased in emerald on a band of bronze. This ring knows the secret names for Rage, Calm and Loyalty. Last seen on the hand of Sir Kallax the Steedbreaker, the legendary knight who tamed the first horses.
11. **The Ring of Fate:** One of the three norns, encased in clear glass on a band of silver. These sorcerer-queens supposedly lived in the ancient days before Progress or Virtue. Each sister wore a diadem; the first of teal, the second of orange, and the last of violet. This ring knows the secret names for Desire, Certainty and Time Progressing. Last seen on the hand of the Oracle of Carcass, but thought lost.
12. **The Ring of Void:** A god, all-hungering and concept devouring, encased in obsidian on a silver band. This ring knows the secret names for Thought's End, Matter's End and Time's End. Some say it was destroyed by its creator, but others say it made its way into the hands of the legendary Namegiver.

The Heart of the Witch

It is said that the Witch of the Woods is the personal manifestation of the Heartwood Tree of the Whispering Woods. Her heart was offered to her consort, the Branchpierced, when they agreed to marry.

Perhaps the Witch of the Woods was a sorceress who, in an act of hate and dominion, cut out the central knot of the first and oldest tree of the Whispering Woods.

Maybe the Witch of the Woods wooed the ancient forest itself, and became its lover and companion. Granted all the knowledge and the sorcery of the small gods that dwelled there, they offered her its very heart. She now rules the forest as its queen. However the Witch obtained this heart, it has been stolen by her apprentice, the Mosscloak, who is now one of the Tower Wizards.

Without her heart, the Witch is vulnerable and holds only a fraction of her considerable power. She fears Mosscloak's recklessness too much to make direct moves against her. Her consort, the Branchpierced, is perhaps the oldest and mightiest wizard in the Barren. He will die to protect her, and has a dozen times.

She is still an opponent to be feared, even in its absence. The lengths to which she will go to see her heart returned should strike terror into her foes.

Mythic Blades

The knights of the Errant wield mythic blades fashioned by the Singer of Steel. As artificer of the Mystic Order, the Singer has perfected an impossibly sharp alloy that cuts through steel and drinks the acidic blood of demons. All the blades were made from the metal of a single comet that fell two centuries ago.

Each sword is fashioned for the style and preference of the knight that wields it: the sword of Sir Siffa the Grey is curved and lithe, whereas the blade of Sir Artoum is double handed and heavy.

The Singer can see enough of the future to know what blade will best serve the user, and she forged most of the swords two hundred years ago in the months after the comet landed. Each sword is stored in the royal armoury, awaiting the birth and arrival of its owner. It is presented to the knight upon their ennoblement and acts as a badge of office.

While some knights prefer guns or more unusual weapons, such as the hammer of Sir Levir the Hammermight or the spear of Rywe the Bonethrower, they all own and carry their sword, even if it is rarely used in battle.

Hearts in Amber

Even wizards know that all things must eventually die, and things that do not die fade over time until they are nothing. Despite this wisdom, some still struggle to delay death by removing their hearts and casting them in amber. The secrets to this ritual are shrouded in mystery and forbidden to the Mystic Order.

Their heart is placed in a specially constructed sandalwood box and hidden from their enemies.

While their heart won't slow or fail over the centuries, their skin will be pale, cold and clammy. Should the wizard die and their amber heart is buried beneath the sand, a sandalwood tree shall grow from it as a seed. Within days, the wizard shall be born anew, with their heart once again within the new form of their body, exactly how their heart envisages their perfect form to be. Once they break free from this arboreal womb, the tree withers and dies.

A new box should be fashioned from this tree to keep the heart within. Once it is removed and encased once more, the wizard is again immortal.

The Branchpierced and the Ravenclaimed are both known to have hearts encased in amber. Each keeps a grove of their dead sandalwood trees.

Note: If a cadre member wishes to do this, create a tale together as to how the ritual is accomplished. Make it difficult. Many powerful wizards have tried and failed to seek this immortality.

Wizard's Fonts

There is no rain in the Barren. The winds carry all water east to the Radden Lands. There are three rivers:

- The King's River: Flows north to the Shallow Sea from the Mythic Range. Fed by the King's Font.
- The Grey River: Also known as the Great River. Flows north to the Shallow Sea from the Cradle Range. Fed by the **Waters of Oblivion** **(page 192)**.
- The Black River: Cursed black. Cased with soot and ash. Poisoned. Raddened. Undrinkable. Death. Fed by a Wizard's Font beneath the **Three Towers** **(page 183)**.

What little water there is left in the world is created by a Wizard's Font. Once a decade, a human must be sacrificed to feed the font. Normally a criminal, typically a murderer. If none deserving is available, lots are drawn amongst the old or infirm.

They die horribly, and their suffering creates a feeble flow of water that will feed a small town.

In Myth, centuries ago, King Tartanye the Giftgiver threw himself into the font. It gave not a pool or a trickle, but a great river that flowed for a century.

Every decade since it ran dry, lots are drawn amongst the knights of the Errant Order. The winner is fed to the font, as a high honour. There is an option to abstain or withdraw, but none do.

This year, it is known that Dyst the Sable will be drawn. He will accept it with grace. The queen will not.

Radden Forge

The radden forge was the Doom of Progress and Virtue and led to Hubris.

The forges were created and overseen by the Men of Science, an order of artificers from that distant time. Their knowledge was cribbed together from their archaeological understanding of the yet further forgotten sorcery of the Drifting Barons that crafted the Sky Castles.

The forges were fed by metallic 'rods of power', that when inserted into the forge and prepared with blasts of magic, emitted huge quantities of heat and magic that can fuel arcane devices. These creations could channel lightning, shift state and matter, and waylay the three 'Axiomatic Truths' the Men of Science held dear: certainty, progression and entropy.

These devices were the strength and power of Hubris, allowing sorceries unknown before or since to be crafted, but as the forges were power they were also death.

The radden energy saps life from those near it. Some say this affliction is the source of the engines' power, and the forges burn not mundane materials but instead life itself. The Mystic Order knows and fear the raddening, and study of its properties are discouraged in Myth for fear of the Doom it will bring.

Those who suffer from this raddening over time become the 'radden folk'. They are brittle but undying. Their skin is of mottled reds and purples, tumours grow around their joints. Their eyes become hollow, without pupil or iris. They no longer need to eat, growing emaciated and gaunt. As they grow older, they become senile, forgetting things they once knew. Some become ravenous with a hunger that cannot be sated, and some grow indifferent, restful and infirm.

Such is the curse of those who walk in Hubris. Even after its fall, the city is silent yet occupied.

Riddle-Doors

A staple of wizarding artifice, an unbreachable door locked with not machinery but magic. In its classical presentation, a riddle is placed upon the door, the answer being a word the wizard knows. The door can be opened by speaking the word, or by presenting the concept of the seal to the door. For example, a riddle door for fire could be opened by setting a match to it.

The Mythic Door in Knightsholme is a riddle-door, guarded by Rywe the Bonethrower, who knows the name of bronze.

The most formidable riddle doors are created using a name by which only the wizard knows, so only they may pass the door.

The Nothingdoor is a riddle door of legend, said to be opened by the secret word of Nothing, in that only someone carrying the Ring of Void could open the door. Nothing else can open it. The Namegiver, who wielded the Ring of Void for a while, was said to use these doors in the construction of his tower.



Game Master Advice

INEVITABLE is an unusual game, relying on many tropes and techniques to run its distinctive high-drama, high-consequence play-to-lose style of narrative. Here are some tips to help you have fun and tell a complete story while running the game.

Remix, Rework, Remaster

- You own this book. The Barren belongs to you and your players now. Relentlessly play, create, remix and ignore this book and its content to tell stories and create joy.
- The Stargazer within this manuscript is an austere and impersonal mentor, but if a player imagines them differently you should let this happen. The Stargazer might be more like a friendly 'tea and biscuits' patronising grandparent who is checked out and dispassionate, rather than jaded and emotionless.
- When you add new content to the game, think about how it relates to **INEVITABLE**'s three key themes:
  - Chivalry and honour.
  - Defiance of inevitability.
  - Decline and degradation of society and the world.
- As we play **INEVITABLE**, ask the following questions:
  - What will characters do, knowing Doom is certain?
  - Will the character's honour survive this Quest?
  - How will the Myth fall and how will it be remembered?

Failure

- The cadre is going to fail. The game engine and the narrative are both preparing them for defeat. Prepare them with your words also.
- The cadre might not fail. There are strategies (a few ways hidden in the book) that could truly to be used to prevent the Fall. If the players are smart enough, they might win. Don't tell them that this is possible until they have already won.
- Prophecy is **INEVITABLE**. Myth will fall, but how it ends is not set. The story they tell of these final days should be more important to the players than the result.

Winning, Should You Try To Do So

There are three known ways to save Myth.

1. **Kill every prophet:** If every prophet who has seen the Doom is slain, then their visions will no longer persist. Myth's destruction is no longer inevitable.
2. **Destroy Prophecy:** Venture to the Great Machine in **Hubris (page 182)** and destroy its innards. Return the third moon to the sky. The Axiomatic Truth of Certainty will be undone, and prophecy will be impossible.
3. **Death of the Author:** On the realm known as 'Earth' dwells a writer, Zachary Cox. They are the architect of the destruction of Myth, and plan to destroy your civilisation to create a 'roleplaying game' they call 'compelling and beautiful'. If they are convinced to write a happy ending, Myth's destruction is not a narrative and thematic certainty. Only the Oracle knows of their existence, and raves of 'the Creators' cruelty and dedication to art.

The Engine

- Threat is relative. This book will never tell you what a foe's Threat is at a certain time. I can't sit at your table and tell you what to do. As GM, you have my permission to eyeball it. Look back at the examples in **Threat (page 15)** if you need help.
- You will notice Showdowns do not feature player skill or situation as modifiers in the same way a challenge does. Showdowns against Dooms are about fate. You can't change its course by just applying your skills any more than you can redirect a river, but you can work hard to throw some rocks in its path.
- The characters have things they care about. Many have things they selfishly want to protect and lines they will not cross. Tempt them to sacrifice these things and cross these lines by offering them as Costs with high values. Seduce them into dishonour.
- Each Quest should be a slow build of intensity towards a final climatic struggle at the Showdown. Keep this pacing tight, but also the build slow. Try to avoid uninteresting scenes of conversation or planning by the cadre, and don't be afraid to use a jump cut to skip travel sequences or waffle-y conversation and get right to the action.
- Keep an eye on the Threats of the various Dooms. If the cadre has ignored one for a while, bump up the Threat and describe to them how the situation has gotten worse in their absence.
- Ask the players, 'How will the tales remember these events?'

Exposition

- Do not deliver huge chunks of expository dialogue. Ask your players questions and invest them in the world.
- It is best if at least one player should be an Errant. The cadre will have a hard time navigating Court without an Errant to serve with.
- As in any roleplaying game, the characters know more about the Barren than your players do. Try not to get bogged down in explanation and exposition, but always answer any questions they have.
- While INEVITABLE has a lot of lore, vibes are much more important.
- If a player asks a question and you don't know the answer immediately, just improvise something. Unless it is plot fundamental, making the answer up is better than looking it up.
- As long as the answers to these questions are cool, and it builds on information presented before rather than tearing it down, it develops the game.

'The World Has Moved On'

- As Roland Deschain, from Stephen King's *Dark Tower* series once said, 'The world has moved on.' The Barren is both a post- and pre-apocalyptic world. Ruminate and question how the world is not what it used to be. Elements of the setting imply a 20th century-esque civilisation with powerful technology indistinguishable from magic that fell centuries before the waning days.
- The Carcass, Hubris and Sky Castles all point towards this long-forgotten time. The Doom of Myth is just the final moments of this long running decay.
- This is not the first apocalypse. The twin cities of Progress and Virtue were also doomed to fail. The Men of Science also thought they could stop prophecy and they failed. They also knew of the failures before them, such as the Drifting Barons. There are older civilisations than these that failed, and each cycle has diminished power from the last.
- When you describe modern technologies, explain them in ways a cowboy wizard might understand. Zooming in on a road through the desert, mention the rusting ruins of 'horseless carts', describe shattered road signs fashioned from pink and yellow glass, point out tarmac, road lamps and road signs on their travels.
- Wizards fear and covet the ancient knowledge of the Men of Science. Most of the Mystic Order are wise enough not to meddle with the technologies they know doomed Hubris, but they are all power hungry.
- The Barren is not wild because the civilisation of Myth is suddenly exploring a new colonialist 'frontier'. The Mythborn and the other inhabitants of the Barren have lived here in peace and war for thousands of years. It is wild because the world has been slowly winding down and failing due the decay of idealogy and technology.

The Doom

- For the characters to care about Myth, you have to make them live in it. Do not be afraid to have them spend time in Myth, or its many towns, and endear them to its people and its heroes.
- The Doom is a very wide and all-encompassing concept, and it is often easier to focus on what the Doom means for the characters we care about than the world at large. It is easier to care about people than an idea.
- Do not use this book as some metric of which characters in Myth are the most important. Instead, rely on the characters your players have relationships with and are invested in.
- The most important NPCs in Myth are not the ones written in this book. Instead draw focus on the friends, contacts and rivals created by the characters during their session. Where you can, work out how to insert them into the Dooms and ongoing plots.



Filling In The Gaps

- The taleweavers say there are more stories than there are stars in the sky. Create your own mythology and decide how it might change Myth.
- If the cadre is in a region and you need to make a new scene or aesthetic, consider how you could mix a fantasy and western trope together in a new and novel way.
- Cowboys are the vibe-based core of this game, so travellers, villagers or roamers are always good stock for an encounter. Think about why they are here rather than at home.
- For all encounters, give it an emotional motivation that puts it at a conflict with the cadre, or maybe makes them want something from them, rather than making them immediately violent.
- If you need something more dangerous, grab something from the monster section and throw it at the players. Remember: encounters that are always violent lose their sting.

On Prophets

Prophets are hard to talk to. They know everything about the future. They've already had the conversation, know what both parties are going to say, and how each party is going to react. As a result, they don't react much, as they know how they are going to react. They will rarely reveal details of their prophecy, unless it helps them and they've already seen what they're going to tell you.

Work in patronising phrases like 'It would be better if you do not know', 'As all things will be', 'As I have seen'. Prophets sigh a lot. They grandstand. They are eloquent and loquacious, and never surprised.

There are four prophets in Myth, all allied with the king:

- **Rywe (page 211)** struggles against what they have seen. They have seen the ruin the Hammermight will wreak and they strive to oppose him. They know they will fail, but they try nonetheless. They advise Dyst of the same. In their defiance of prophecy, they sulk, struggle and brood.
- **Sulvan (page 210)** lost his gift of prophecy when his eyes were burnt out decades ago. He still remembers the prophecies he made, long beyond the fall of Myth. He serves the Justicar, and the Justicar's goals reach beyond these decades and toward the eons that only an immortal being can understand. There will still be a sunrise over the mountains long after Myth is dust and death. Still, he regrets the passing of his people, and himself. He advises Levir, sharing the knight's position but lacking his arrogance and conviction. He seeks to curtail the worst of Levir's actions, but knows he will fail.
- **The Stargazer (page 210)** and his apprentice, the Scholar, have seen this coming for years, and react with peace and despondency. They have consoled each other for all this time, growing detached from others as they accept the death of their friends and companions. They both insist that 'knowledge will not bring peace' and 'things are as they will be'. The Stargazer seeks a final, rhapsodic gaze of all the Grey Planes of Letha, through the Horizon. The Scholar knows she will survive the Doom, and is cursed to wander the Barren for decades as the last Mystic.

Other prophets, such as the Ravenclaimed, the Branchpierced, the Oracle, the Fellhanded and Whitemaw, will be much less helpful. Many of them are much more gleeful about the Doom than the prophets of Myth, seeing the coming years will be time for their ascendancy.

On Prophecy

All this talk about the certainty of possibility, you still have wiggle room while playing INEVITABLE.

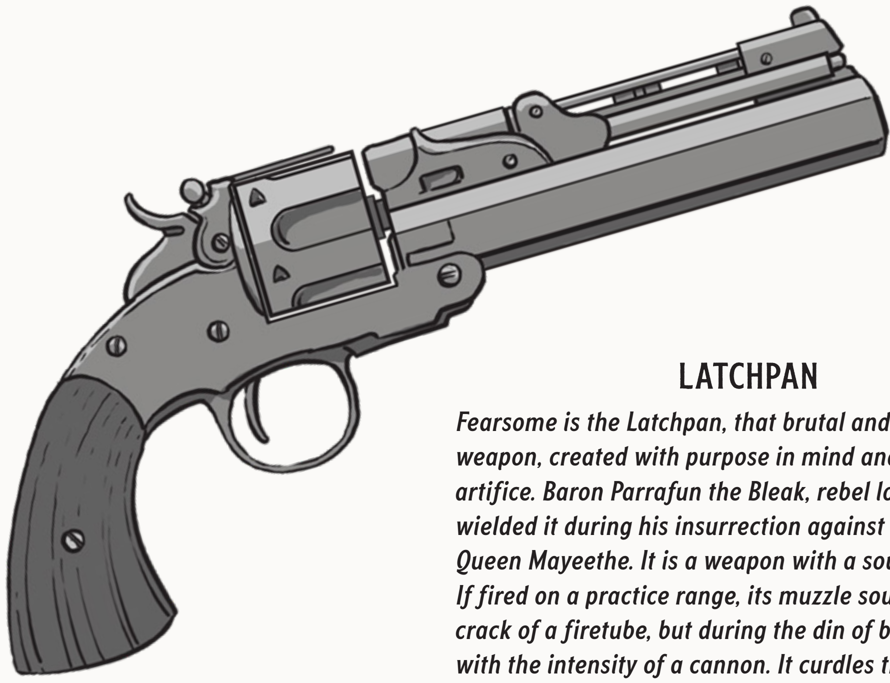
Decide amongst your table what style of communication you want to use for prophecies, and how much your players and your characters want to know about what is going to happen.

Sometimes it's best for everything to be worked out in advance. Sometimes you can foretell the broad strokes of the future, but allow details and specifics to be worked out when play reaches that point. Sometimes it's best for no one to know anything when they go to an encounter.

Remember, prophets have incomplete information.

While the most powerful of the prophets are truly omniscient (The Stargazer, the Oracle and the Snowbound Sorcerer of Noble), most prophets are not all knowing. The most common form of prophecy allows prophets to see their own personal futures (or what is told to them in the future). This allows details and specifics to be wrong. Sometimes the prophecy is based on the story of an event, not what actually happened there.

Prophets can also lie or omit the truth, especially if they have an agenda.



LATCHPAN

Fearsome is the Latchpan, that brutal and unblemished weapon, created with purpose in mind and without artifice. Baron Parrafun the Bleak, rebel lord of Carcass, wielded it during his insurrection against his cousin, Queen Mayeethe. It is a weapon with a soul for violence. If fired on a practice range, its muzzle sounds with a crack of a firetube, but during the din of battle, it roars with the intensity of a cannon. It curdles the screams of the dying. It knows the taste of fear. Blood runs loose around the Latchpan.

Parrafun himself was slain by the era's Lord Errant, Sir Paulus the Unquestioned, and the weapon secreted in the royal armoury, kept ready for a time of mass combat. Soon some fool will shake the dust of the Latchpan, in the hope such a savage weapon will save the world.

On Arthurian Legacy

Meta spoilers for INEVITABLE.

As well as the Dooms, there are a number of elements and side plots in INEVITABLE that are related to the Matter of Britain. Many characters, places and items are tributes to and reworks of famous elements that mythology enjoyers will be able to spot.

King Salivar is Arthur and also the Fisher King. The Branchpierced, Ravenclaimed and the Stargazer all bear aspects of Merlin. The Lakebound is the Lady of the Lake. Ironwood is Excalibur. The Beloved is the Green Knight. The Witch of the Woods is Morgana. The Chalice of Bounty is the Holy Grail. There is a very important person trapped in a tree. There is a resurrection cauldron that could bring people back to life. There is a sword in the stone. There is a talking head.

For the cadre to realise the benefits of these oddities, they will be required to complete quixotic and dangerous quests of virtue. While the cadre venture on these journeys, Myth will collapse around them as the Dooms tear it apart. Their friends and allies will question their flights of fancy, wasting time on matters of mythology rather than the defence of their kingdom. Levir, in particular, will be enraged.

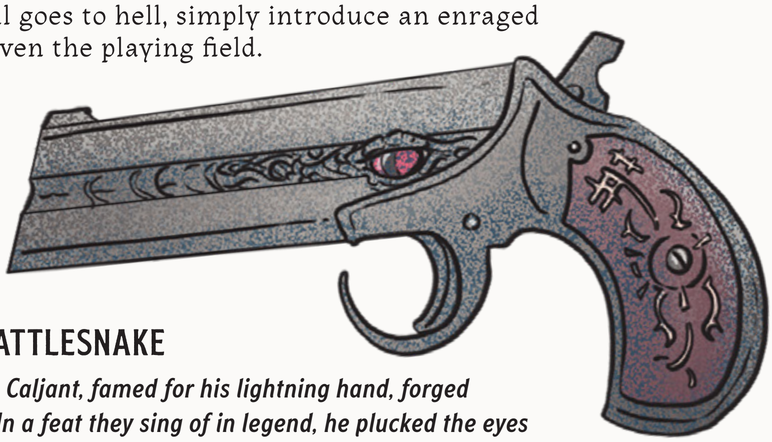
However, if they succeed on their quests, many of these setting revelations, and the associated allies and magic items they bring, could very well break the setting and single-handedly undo the Doom. This will not occur without new problems arising.

Ironwood alone grants anyone who desires it the right to rule Myth, but not without a power struggle between them and King Rubain's followers. After all, strange women lying in ponds distributing handguns is no basis for a system of government. Monarchy is bad and has no place in a civilised society. In part, INEVITABLE is about that.

Bounty brings plenty to the Barren again, but will undo Salivar and Malbyn's curses, possibly resulting in another civil war between them.

The players in our test campaign went to Hubris, found the Ring of Fate in the Great Machine and destroyed the Axiomatic Truth of Certainty, removing prophecy from the word. Even though they destroyed one of the fundamental aspects of the setting, the game still worked. In fact, it was awesome.

Roll with the punches, and if it all goes to hell, simply introduce an enraged Branchpierced or Lakebound to even the playing field.



RATTLESNAKE

The great Roamer-King known the Deftest Caljant, famed for his lightning hand, forged the Rattlesnake as his personal sidearm. In a feat they sing of in legend, he plucked the eyes from a rattlesnake with his bare hands, and forged a gun around them.

The bullets bite savagely, like the crack of a whip. They need not be large calibre, for the shells are laced with toxins that vaporise the blood and can kill with little more than a nick.

It is said that the snake still slithers to this day. Completely blind, she lurks in the long grasses of the Green. It was her that killed Caljant, burying her fangs in his thigh and killing him with the same poison that he vanquished so many foes with.



Deolinda Cross

by Misha Panarin

We're all living borrowed lives
And thus, we must return our lives to our creator
Bones, skin and salt!
May my bones, my skin and my salt be
scattered throughout my homeland

THUS spake Deolinda Cross, or so her pilgrims say. Folk saint, roamer, deserter, queen of the pampas. You may hear her word, too, if you approach her bright red shrines, rickety structures of various sizes made of driftwood and twine, erected anywhere two roads meet, and leave an offering of tobacco. They say she smokes to taunt the marshals who aim to arrest her.

Make no mistake: she has been caught. Arrested and hanged. You may gaze at the gallows, what passes for public entertainment in Verdant, and ask the marshals about it. You'll be struck by her jet black hair tied in tight braids, her brown skin radiant under the sweltering sun, and her officer's coat, bright red and neatly pressed. She was executed ten years ago on desertion charges after she heard of her wife drowning in the King's River. She was hanged, once again, five years ago after shooting a marshal through the heart. Three years ago she was intercepted smuggling criminals down the river. The next year she was betrayed for the first and last time as far as anyone knows, when fellow rustlers gave her up for a reward of gold and wine. Last week she gave herself up and nobody knows why and not even the marshals will speak about her confession. These five bodies of Deolinda still hang there, swaying in the wind. She's been spotted again, rustling ghet from ranches around Mythic Range.

Her pilgrims only represent half of Deolinda's witch-like influence over the people of the desert, the highlands and the mountains. Entire towns have drawn the ire or scorn of her Regiments of the Eternal Sky, inhuman riders on horses of smoke and sorrow, whose rifles belch fire and whose long knives can split a soul from its body. These hallowed riders are the sworn

These five bodies of Deolinda still hang there, swaying in the wind.

enemies of mine operators, whose reckless extraction of silver from the bowels of the churning earth is odious and abject to Deolinda, who twitches and squirms and howls in pain when a new vein is struck.

Rumors Abound

Any, none, or all of these might be true, but folk wisdom says drunk men tell no lies:

- It is said Deolinda can only truly and finally die of a broken heart.
- She can speak the tongue of the golden-horned cattle.
- She resides at the top of the Mythic Range and can sink into the stone and earth.
- Bringing her the cursed remains of her wife will make her indebted to you.
- Loyal pilgrims can become Deolinda's next body and only her most trusted lieutenants know the recipe for the gruelingly painful shapeshifting potion.
- Worthy adversaries, those who best her at dice, gunslinging or horse taming can become Deolinda's next body.
- Desecrating her shrines invites her fury but might also be the only way to secure a meeting.
- She might be the seventh daughter of a seventh daughter, which in turn means she can change her skin into that of a puma.

The Regiments of the Eternal Sky, recognizable by their bright red ponchos, ride along the vast, immense flatlands of the north east of Myth, erecting and maintaining shrines for Deolinda for purposes unknown. Originally recruited from among the gauchos, ghethands, rural workers and soothsayers of the Green and Pike's Reach, each member of the Regiment safeguards a silver tablet with one of the Eternal Sky's commandments, and whoever holds the tablet becomes the leader of the Regiment—if they are willing to sacrifice their soul, their future and their destiny in order to serve.

Though now they take in members from all walks of life, the original Regiments were Deolinda's ninety-nine fellow deserters and revolutionaries, men and women who threw down their rifles, refusing to kill for knights who did not represent their ideals. Their very first holy site was erected right then and there, when a nameless deserter scrawled on a boulder what later became the Eternal Sky's essential commandment: 'The border is a site of violence. The border itself is violence. We all gaze up at the same sky and dream we could fly.'

The cadre might be at odds with Deolinda and the Regiments, seeking to traverse their holy sites or to undo one of her curses, haunts and prophecies. On the other hand, they might well find themselves recruited or temporarily drafted into the Eternal Sky, but what seems at first to be simply a gang of devout gunslinging outlaws will soon prove to be so much more than they bargained for. The sky demands your bones. The land demands your soul. Deolinda covets your wretched heart.

The Bandolier Bullet-Eater and Holster Arcanum

by Linda Codega

MUCH is made of guns in the Barren, but there is (whispered by slingers shrouded in smoke-shadow) rumor of an holster. The holster has been named in secret, and it's moniker, Arcanum, is what remains of its alethonym. Arcanum is attached to a wide bandolier, named the Bullet-Eater, and both are said to have been made by the fae artisans of Serenity, crafted from the Glass-in-Sand. A emerald swarm of sweat bees once spun a rumour that it was the Shrike starself who made the pair. This avian fae-princeling of the far-southeast, the wings soughed, crafted it out of sidewinder leather and embroidered the holster with small glass beads plucked from the frogmouth, woven with river heart-opal. Each of the bandolier's small pockets has a single porcupine quill hanging from the center, and in a busy town the quills can echo like thunder; in a quiet valley they are more silent than the stillest sand. For all its legend, it does not, all things considered, look like much.

For as long as any wear the holster, they will not bleed. One can be bullet-riddled, eagle-torn, stabbed all through, and their wounds will be clean as a swallow's own song. The bandolier is a lost thing; although it can be found, perhaps you are simply too late, chasing a rumor, smoke, a cloud on the horizon. She is said to lay behind a turquoise wall, or possibly under the Salt Sea, or caught up in a cloud-hook dropped by the moongorged stag-knight, Sir Accalun the Deerborn: antler-headed, woods-kissed, witch-touched. (The bandolier-and-holster, a single thing, supple and dusty, crafted by nimble light-fingers, keeps to itself.)

Fae-made or not, the bullets that are put into the Bullet-Eater's pockets stay bullets; they do not shoot any straighter, they are not less prone to backfiring, and you can lose them all the same. But if you are out of cold lead, Bullet-Eater will take what you have. A boar's tooth, shoved through the small pocket, emerges a bullet. A scorpion too will become a bullet. A piece of turquoise, a glass shard, a slim knife; bullet, bullet, bullet. Stranger still is when larger things go through the bandolier's pocket; a man's skull, a horse, a sword. Bullet, bullet, bullet.

If you find the Bullet-Eater, she may have some strange bullets still slung in her. These bullets will fit any gun. Roll 3 different D6 when you fire a bullet you took from the bandolier. Pick one dice or add together any of the three values that appear to generate your result (for example, you roll a 2, 5 and 5, you can choose to use 2, 7, 10 or 12 as your result).





1. A pale white bullet, like ash. When shot, a white-tailed horse gallops out of your gun, charging down your enemy, throwing them down to the ground and putting you a step ahead.
2. A cracked bullet, split halfway down the center. When shot, an old enemy shambles out, turned against his own nature, fighting for you and you recall how they died a broken thing.
3. A ridged bullet, tawny brown. When shot, a steer, the size of a house, lumbers towards your target, a wall of cattle horn and bone driving slowly across the Barren.
4. A papery bullet, red and black and blue. When shot, the smell of whiskey surrounds the duelists and smoke stings your eyes. Nerves heighten, a gamble is made, now a bluff, tensions threaten to tip over, but who will show their hand first?
5. A dusty bullet, soft between your fingers. When shot, a dust devil whips out of your gun, and you choke—but the wind carries it across the alley, taking up the whole showdown.
6. A yellow, scaled bullet. When shot, a red roc flies out, massive, the tips of its feathers kissed by lightning, thunder rolling under its wings, deafening all, threatening to send electricity down on your enemy. The king of birds has been trapped here.
7. An iron bullet, always hot. When shot, a dark train pours from your gun, a hell-track, the ungod-iron, carrying ghosts and charging down your target. This thing of old-Hubris sprints to the horizon in a swarm of smoke.
8. A bullet so clear that if you did not feel its weight you would not know it was corporeal at all. When shot you see nothing, but hear broken sobs. The target might fall to their knees, wracked with guilt. You know what you did.
9. A gold bullet, humming slightly. When shot, a storm of locusts appears, swarming forward, devouring everything, leaving only bones and leather behind, and sometimes not even that.
10. A dark blue bullet, slightly soft. When shot, a flash flood rushes out, a river of mud, debris, and water streaming down the canyon.
11. A semi-opaque black bullet, with a pink center. When shot, a pack of wolves scatter and circle your target, shaggy and lean, practiced predators eager to bring down new prey.
12. A bullet covered in a carapace, yellowish and smooth. When shot, scorpions the size of hounds scurry out, a nest disturbed, chasing after anything that moves or screams or even breathes.
13. A red sandstone bullet, worn smooth. When shot, a mesa begins to rise from the ground, lifting you up, standing on the edge of a cliff, giving you the high ground.
14. A bullet so black it seems a pit. When fired, darkness falls, a cold, moonless night. A howl, a rush, the vastness crushes you, the silence is a curse.
15. An iron bullet, rusted along its edges. When shot, an old sword appears in the air, flying towards the target, and then shatters before impact, splintering into dark shrapnel.
16. A pure white bullet, a single red dot at the tip. When shot a giant hare, shaggy pale, with red eyes, barrels out, leaping towards the target.
17. A ragged bullet, fibrous. When fired, a sugan rope, rough spun and imbricated, loops towards the target, wrapping them up and tangling them.
18. Grey and bulbous, it barely looks like a bullet. When fired, a cave surrounds the shooter and target and a dark rumble vibrates; a crepitation as the boulders begin to fall; the cave collapses.

Silentius & Euphem: the First True Knight

by Laurie O'Connel

The following is a synopsis from the popular stage-play Silentius & Euphem. Its historical accuracy is questionable, but if true, the story is the earliest tale of knighthood to have been recorded in Myth, older than even the King Salivar.

Act I

'HERALD: It must be said, my Lord,
that she is no great beauty.
TRANQUI: But you believe that she
will do her duty?
HERALD: My Lord, she is most dutiful–'

(Silentius & Euphem, Act I, Scene I)

Lord Tranqui, the despot, seeking an heir, arranges to marry a young widow named Silena. He sends out his most loyal man-at-arms, Euphem, to escort her to his home.

Act II

As Euphem and Silena travel together, they begin to grow closer and eventually fall in love. When they arrive at Tranqui's keep, Silena begs Euphem to run away with her, but he refuses to break his faith. Silena escapes the castle disguised as a page boy. Whilst leaving the keep, she sends word to Euphem, asking him to meet her at the dunes in the centre of the Green if he ever changes his mind.

Act III

'ORACLE: Faithful you have been,
and true—not only
To love, but to honour, grace and mercy
In every place they sing of your strength, crying
"There never was a braver man than he!"'

(Silentius & Euphem, Act III, Scene IV)

To protect her identity, Silena adopts the name and persona of Silentius. Silentius faces four tasks of honour and martial prowess on his journey to the desert; fording the Great River, defeating the Giant of Qui, resisting the temptation of Caline the Witch, and finally earning his shield in a great battle. Finally, the Oracle appears. She foretells that the name of Silentius will mark the beginning of a new age of honour and glory. She declares him the first knight and the founder of chivalry, bestowing on him a pair of burnished copper pistols bearing the name Winds of Change.

Act IV

Sir Silentius lives out his days as the Knight of the Dunes. It is revealed that Euphem never received Silena's message. When tales of Silentius' deeds begin to spread, Euphem identifies him and rides to meet him, but arrives too late. Silentius is struck down by a chimaera and dies in Euphem's arms.

Myth Today

Silentius's story echoes throughout the ages. Though that age of chivalry is over, you can still find traces of his tale in Myth in the present epoch.

The Euphrian Oasis

Upon seeing Silentius dead, Euphem's tears flowed into the sand and became a freshwater spring called the Euphrian Oasis. This body of water can never be corrupted or run dry. A bustling community has grown up on its shores, and lovers, especially those whose love is considered taboo or forbidden, often make pilgrimages there. They say this Oasis is in the Wasteland, out past Visage.

The Round Table

One of the most iconic destinations on the Oasis's shore is the Round Table, a drag saloon and theatre named for its circular stage. During the day it puts on stage plays featuring all of Myth's popular legends and characters (currently showing: King Salivar's Cup, complete with the usually-censored adultery scenes). In the evening, the venue transforms into a club for male and female impersonators, dancers, and anybody else looking for a good, judgement-free time. The Round Table is the best place in Myth for gossip. If following up a lead or looking for juicy rumours, the mysterious proprietor, an eccentric drag queen known as Euphemia, is the first port of call.

Does she have any relation to the Euphem of the legend? Probably not, but customers love to speculate.

The Order of Silence

The Order of Silence is a chivalric order which has largely now fallen. Its remaining members tend to operate alone, and hold fast to the code of chivalry embodied by Sir Silentius. Many take a vow of silence in honour of their patron (even though this is not something Silentius ever did) and ritually cross-dress before battles. Old Lodges of the Order of Silence are dotted around Myth, and are often still consecrated as sanctuaries, making them safe places for weary travellers to hide out in.

The Winds of Change

Rumour has it that the powerful twin-pistols bestowed on Silentius by the oracle are hidden somewhere near the Euphrian Oasis. They are said to bestow incredible speed and accuracy upon the wielder, with the sole stipulation that wherever bears them can never tell a lie. Any quest to find them would be dangerous, yet surely very rewarding.



The Chevalier of the Sands

by Kieron Gillen



In the face of the Doom, houses turn to desperate measures. A perfect knight can find the Lakebound, and lure her from beneath the expanse of the Salt Sea. To save the world, one should find a perfect knight, and send them forth.

Can you *make* a perfect knight and send them forth? The parents of the Chevalier of the Sands believed so. He was rocked to sleep to the sound of gunfire, fed the milk of cavalry horses, sung songs of war and the end of war. He was educated and loved, and trained in the highest virtues of Myth. He swore oaths every morning to the sun that he would not falter from that path. He would not rest until he found the Lakebound.

One day, his parents decided he was sufficiently filled with duty. They rode out to the centre of Salt Sea, days travel from anywhere. They bound his wrists in red steel ribbons, embroidered in verse hailing his virtues. And then, when the knight was restrained, they dug a grave three fathoms deep.

They buried him alive.

He screamed until sand filled his mouth. When only his petrified eyes remained, they said that he should find the Lakebound. Then, with a final shovelful, he disappeared beneath the sands.

Beneath the sands, but not forever. He has not found the Lakebound, and he remains a knight of the highest virtue who swore an oath. It takes more than the perfidy of parents to change that.

When one finds themselves alone, outgunned, at high noon against guns of grander calibre and lower virtue, they say to look to the Salt Flats at your feet, and pray for the sands to stir.

If Doom is not upon you, perhaps you'll see desiccated fingers with shattered nails part the soil, long steel ribbons like bracelets. You'll see once fine armour now little more than a filigree of rust. A broken face will emerge, without eyes, and patchwork of skin. He'll try and force a smile to comfort you. It won't. He only reveals his shattered teeth, and commence a flood of sand from between them.

He will turn to those who persecute you. It will fire with rusted pistol, with bullets seated by the erosion of soil. If shot, more sand cascades from each hole. There is nothing inside the Chevalier of the Sands but sand and duty. There is no end to either.

He will do what he can. You may die, but you will not die alone. You may die, but he will ensure your grave is deep.

That is, of course, if you are outgunned. They say that if you are out on the flats, when numbers are on your side and virtue isn't, look to the ground and pray you aren't bad enough to attract the attention of the knight who does not sleep, rest, forgive or bleed.

What Happened to the Parents?

They tried again. They raised another would-be perfect knight and rode out with her out to the Salt Flats. They sang hymns in her honour. They bound her with ribbons and dug her grave.

Waiting at the bottom of the hole was the Chevalier.

'Mother. Father. I have learned to live here. Can you?'

He took his parents by their wrists and lovingly drew them beneath the surface, and held them as they grew still.

Using the Salt Knight

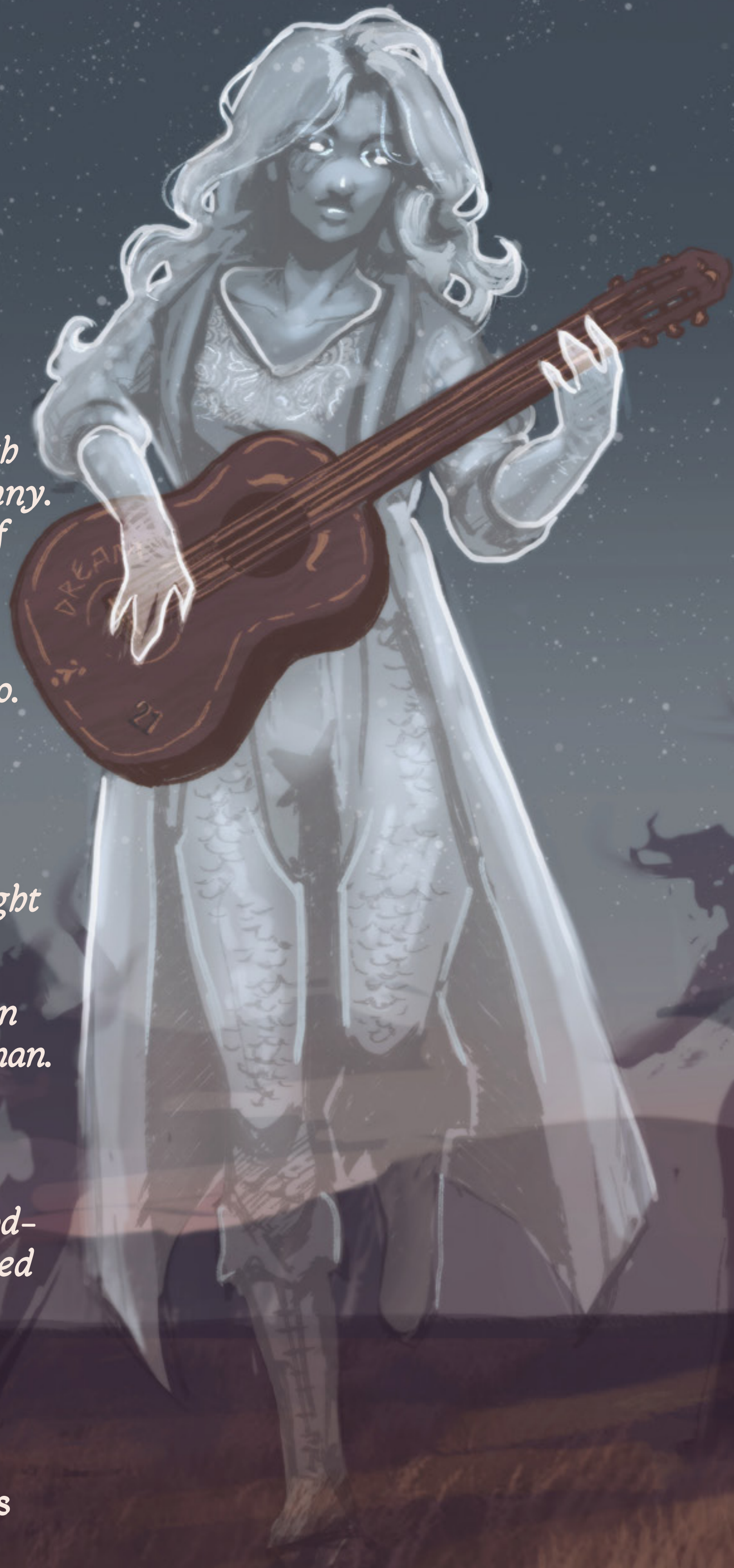
If all is lost, and the cadre stand with pure heart in an impossible situation, the sands can shift and this mythic knight can step forth. If the knights stand against those who are defenceless, their foes can have an unexpected ally.

What happened to his sister? Did he free her? Did she bring the story of her brother back to us? Or is her ribbon-bound skeleton out on the flats? Is she dead, alive or, like her brother, somewhere between the two?

Most of all, the Chevalier of the Sands lives his long death beneath the Salt Flats. Who knows what it knows? Who knows what it has forgot?

Delirium Jenny

by Kayla Dice



'I'll tell a tale of
gunfire plenty.
A tale of hate and death
spawned from half a penny.
I'll tell the true tale of
Delirium Jenny.

Young Jenny was a
singer and a player too.
In her dirt town
home of Scrawl
she'd sit in a tavern,
playing her guitar
and waiting for the weight
of the world to fall.

Jenny was but fourteen
when she killed her first man.
A dispute over coins,
disrespect answered
with force.
Jenny grabbed her blood-
splattered guitar and fled
on stolen horse.'

Fragment from
'Delirium Cowpoke',
a song concerning
Jenny's younger years

DELIRIUM Jenny is a folk hero who pops up in a plenty of roamer ballads. In some of the songs about her youth, she kills a man and absconds on horseback. In others, there's a dispute over a woman, rather than money. Some put Jenny as older than fourteen.

Once stained with the reputation of a murder and, more gravely, that of a horse thief fleeing the King's justice, Jenny made a living slinging firetubes for spare change. Over time, her legend grew to encompass 21 won duels, a thaumaturgical instrument, and a final betrayal.

Common Elements of Jenny Songs

Some say she etches a notch in her guitar for every person she puts in the ground, before memorialising them in song. It's common for trail songs of unknown origin to be attributed erroneously to Jenny.

The source of her title Delirium is another significant element of the myth. Among all the songs and stories, her guitar has the word 'dreams' carved into its body. Many attribute the carving to a road mage, either in exchange for sparing their life or as part of a daring plot that blew up in their face. One bawdy song prescribes this deed to the Outcast, a laughable assertion.

Delirium Jenny's playing conjures dreams and terrors, whether they were her own or plucked from the minds of others, with as much ease as plucking strings on her guitar.

Jenny grew weary, of always running, always fighting, feeling like she killed 21 men but never truly won a duel. She found shelter in Promise and occupied her days conjuring dreams; phantasms of how life might have been.

Eventually a Roamer King she used to roll with tracked her down. Shadwell the Screamer, a raider and a poet, they once worked as a roamer band. Shadwell didn't find Jenny looking to get the band back together. He came to claim that accursed guitar.

If they fought, Jenny would have won, but Jenny didn't pick up the firetube. She faced the sun, back to the Screamer, and strummed a final song. A lonely song full of regrets: *Mispent Youth*.

As the tube ripped apart Jenny's lungs and tore apart her chest, one final dream formed from her lips. A dream of Delirium Jenny, an echo of her final breath, still in the wind. This echo claimed the guitar, while Shadwell screamed alone with their failure.

On lonely nights, weary travellers might come across the last echo of Delirium Jenny. Some songs talk about the dreams conjured on the night wind, soothing these roamers as they make their last voyage. It's common for a braggart, upon hearing such a song, to loudly boast how if they ever saw such an echo they'd tear that magic guitar right out of her hands.

No one has ever done it. That is, if you suppose there's any truth to the story at all. After all, it could simply be the stuff dreams are made of.

What's It To You?

If the cadre comes across this wandering echo, they might convince her to part with her enchanted guitar, or claim it some other way. She walks the deserts where lesser folx fear to tread. They say Jenny finds you when the night is darkest, when your heart is yearning and when hope is weak.

The guitar is a unique piece of equipment that can open up a whole world of mirages, phantasms, and nightmares. The guitar could be used to pluck a trail of dreams from the Ravenclaimed's boxed heart, making a path to The-Tower-You-Shall-Never-See without using the Cartographer's Mount.

How would the court of Myth react if you showed them the Thronebreaker's dreams of a world not crushed under the divine weight of kings? Maybe their hearts would be swayed away from destroying the iconoclastic rebel? Likely not every one of them, the weight of tradition is too heavy for all to shrug off, but just enough to put a crack in the glass.



The Leaden Trees

by Grant Howitt

SEEDS look small but there's a whole tree in there, coiled up in potentia, waiting to happen. Seeds want to push roots through wet soil and hold green arms up to the heavens in praise. Seeds know how to blossom wild and free and have every bee come pay a visit to sup on sweetest nectar. Seeds dream of branches heavy with rotting fruit, of crack-dry summers and white-cold winters, of bark grown tough to withstand fire's attentions.

Some bullets are the same. Some bullets look small but: there's a whole death in there, coiled up in potentia, waiting to happen.

Bullets want to tear and tumble through unprotected flesh. Bullets know how to streak comet-quick down a barrel with fire at their heels. Bullets dream of the hammer's fierce kick, of skin's soft welcome, of ripping out red and resplendent in a final display.

As I said: some bullets. Not all; yours are fine, probably. Yours aren't fates frozen in lead, momentums thrice-bound, tilting to turn the ground crimson. You can tell a bullet that dreams of death just by holding it—it's heavy in the palm, and blood-warm to the touch. Some of them have a charnel-house stink to them, too.

Shoot one and it'll kill if it hits, same as a seed will grow with soil and water and sun. Sure as sunrise. Plunges headlong to the heart, or dashes out the brainpan in the dirt, or blows apart an artery and leaves messily through the other side.

But normal bullets do that, don't they? Even a graze can go septic, and from there it's either the surgeon's saw or death's deliverance as the sickness spreads. You don't need a magic bullet to kill someone. Real bullets are buck-for-a-box. Take it from me: you find a bullet with that death in it, don't waste it on a gun.

No; you plant it. One death is a sprout; wind-struck, weather-beaten, fragile. A hundred deaths is a sapling. A thousand a mighty oak, ten thousand a towering redwood: and we've got a world to end here. We need all the deaths we can muster.

The end of the world is nigh, but it's not nigh enough for us. Nothing but torment and turmoil, sweat and sin, dust and destruction. We're tired. It's time to move on.

Friend, you find a leaden seed, and you plant it, and the most marvellous tree will grow. Like any seed, it needs nourishment—give it blood. Shine death upon its tiny leaves with blade and bullet. Bedeck its branches with bones, push teeth down deep amongst its roots, sing eulogy and lament around it with fiddle and fife.

It'll grow, sure as sunrise. Bark black as midnight, leaves paper-white. It wants to rip the stars from the sky, uproot the rocks from depths, gut the sun and crack the moons asunder. It wants to kill everything.

Then, one day, when the roots are deeper than hell, it'll draw up the doom from the land around it. It'll blossom blood, death flowing like petals on the breeze. Plagues. Earthquakes. Lightning, wind and storm. Wild beasts and ravenous vermin eat their fill of the innocent. Great rifts open in the earth. Angels plummet earthward, feathers painting a path back to heaven.

I'm telling you all this because it's too late. My father, gods damn his soul, planted a tree beneath this town when he was a boy. Didn't need any light to grow; just darkness and death. He taught me how to tend to it, and I taught others, and we did what had to be done. While you fuss and fret with spells and shot, while you keep reality at gunpoint lest it come within arm's reach, we are bringing them closer to peace.

Can you smell the rot on the air, friend? Can you taste the blood in your mouth? Can you feel the ground crack beneath your feet? The leaden tree is fruiting. Death, great and terrible, is coming. There are five more like us, in every corner of the kingdom. The question isn't if you can stop us, but rather: why would you even try?



The Golden Moment

by Basheer Ghouse

Perfection incarnate. A glimpse of a better, impossible world, embodied with silvery mane and ivory horn. After decades absent, the unicorn has returned to Myth.

In its return, as with every return, it issued a challenge. A knight, pure of heart and deed, may complete its trials and the unicorn shall serve them as a steed for a time. Such a boon is not to be underestimated, for the Unicorn is said to cure many ailments, possess wisdom beyond imagining, and even delay prophecy so long as their rider remains worthy.

The Trials and the Golden Moment

The unicorn's trials are never the same. Now, at the end of Myth, she bids celebrants to follow the path of the Golden Moment, a moment of perfect beauty. This path is a journey through the lands of Myth, testing each aspirant's virtue until only one remains worthy. Those trials might include:

- A castle upon the threadbare scrubland with a sickly lord has sighted the unicorn's trail. If characters ask for the unicorn without inquiring as to the lord's health, they fail.
- A squabbling, but nonviolent, group of cowpokes blockades the road and refuses to move while they settle personal disputes. If the cadre resorts to violence or decide to wait until the group leaves, they fail.
- A rival in the hunt lies by the road, badly wounded. They urge the cadre to leave them to die and continue the hunt. If the cadre doesn't attempt to help, they fail.

Should one prove worthy, they, and they alone, will experience the Golden Moment. A single instant of perfect beauty.

Riding the Unicorn

Should a cadre member pass each trial and find the Golden Moment, they will have won an ally for Myth like no other. The unicorn's abilities include forestalling fate, divining truth, and curing wounds. But more valuable by half is what it represents: A guidepost to moral action, in times that desperately need one, so long as you remain worthy. So long as a character rides the unicorn, they know what the universe considers the most moral course of action available to them, even if it is not the easiest or most successful.

Using the Golden Moment

- Cajahr the Stargazer has come to a fell conclusion: The Golden Moment must not be found before Myth's fall. The unicorn is too holy a being to risk for a doomed kingdom.
- In his youth, Sir Levir failed the unicorn's trials. Now, he has deemed the unicorn's trials a farce, and has dispatched Sir Siffa to capture it by any means necessary.
- The Thronebreaker has begun questing for the unicorn, eager to prove herself and her cause worthy. The unicorn has yet to spurn her, birthing doubt in Sulvan the Sunblind: If the unicorn declares the traitor worthy, does the throne have any right to resist its fall?
- The Cannibal Saint would devour the unicorn's corpse, claiming her power as his own. His chosen hunter is Sir Tranis the Boyar (*Swift, Unerring, Brutal*), a wolfish knight even the Saint prefers away from his court. Sir Tranis is ambushing and devouring other pursuers, hoping to learn where the unicorn lairs that he might ambush it in turn.
- Queen Isoldaire knows the unicorn's ability to delay prophecy might provide the only chance her son has at ruling. She pushes knight after knight to follow it, willing to sacrifice anything for her son.

Mythology, Monarchy and the Apocalypse

But what is this game about?

This game is about MYTHOLOGY

- Inevitable is a game of people (you) telling stories about other people's stories (the survivors of the apocalypse) about the cadre (your characters).
- It pulls primarily from two blocks of mythology: Arthuriana and Westerns.
- Both genres often centre on noble and lonely heroes, doing the best they can to make good decisions in a desolate and dangerous world. They often fail.
- Both genres contribute to toxic nationalist propaganda myths of Great Britain and the United States of America.
- Mythology happens from the perspective of a person, usually in positions of power and responsible for written record. In this world, that is the Mythborn. Remember, not all the things that they say about their enemies are true.
- Throughout this book, we have made creative decisions to destabilise those toxic myths and build a story of my own that focuses on the stories we wanted to tell.

The game is about MONARCHY

- Monarchy is a conservative cultural institution that bundles power into the hands of a bloodline, rather than into the people they rule.
- In the Matter of Britain, Arthur rules England because of the divine right of God. In the Barren, Salizar and his descendants rule Myth because he managed to marry a fae-sorceress who has long since abandoned the bloodline.
- Many of the Dooms are about asking whether monarchy is the right form of government for the people of the Barren.
- Like the people of Hubris, the institutions and people of Myth have become so infused with arrogance and cultural myopia that they cannot change enough to save their civilisation.
- Your cadre could challenge this miasma, change how things work and save the people of Myth, even if its institutions do not survive.
- Losing faith in Myth and aiding in its fall is an entirely acceptable path of play. Indeed, it may be a far more heroic thing to do than selling your lives dearly for the crown. Just don't be expected to be remembered kindly if you fail.

This game is about the APOCALYPSE

- Inevitable is about knowing the world is doomed and feeling powerless to stop it.
- The best people in Myth, your characters and their cadre, decided to try. That's why they're heroes. It's why people sing songs about them. They knew they would fail but they still tried.
- In that world, certainty exists because of fate and magic, and because someone trapped the moon in a magical box so they could work out what was going to happen to the stock market.
- In our world, the only thing that makes certainty certain is inaction.
- We're going to have an apocalypse of our own soon. Go do something about it.

Appendix N
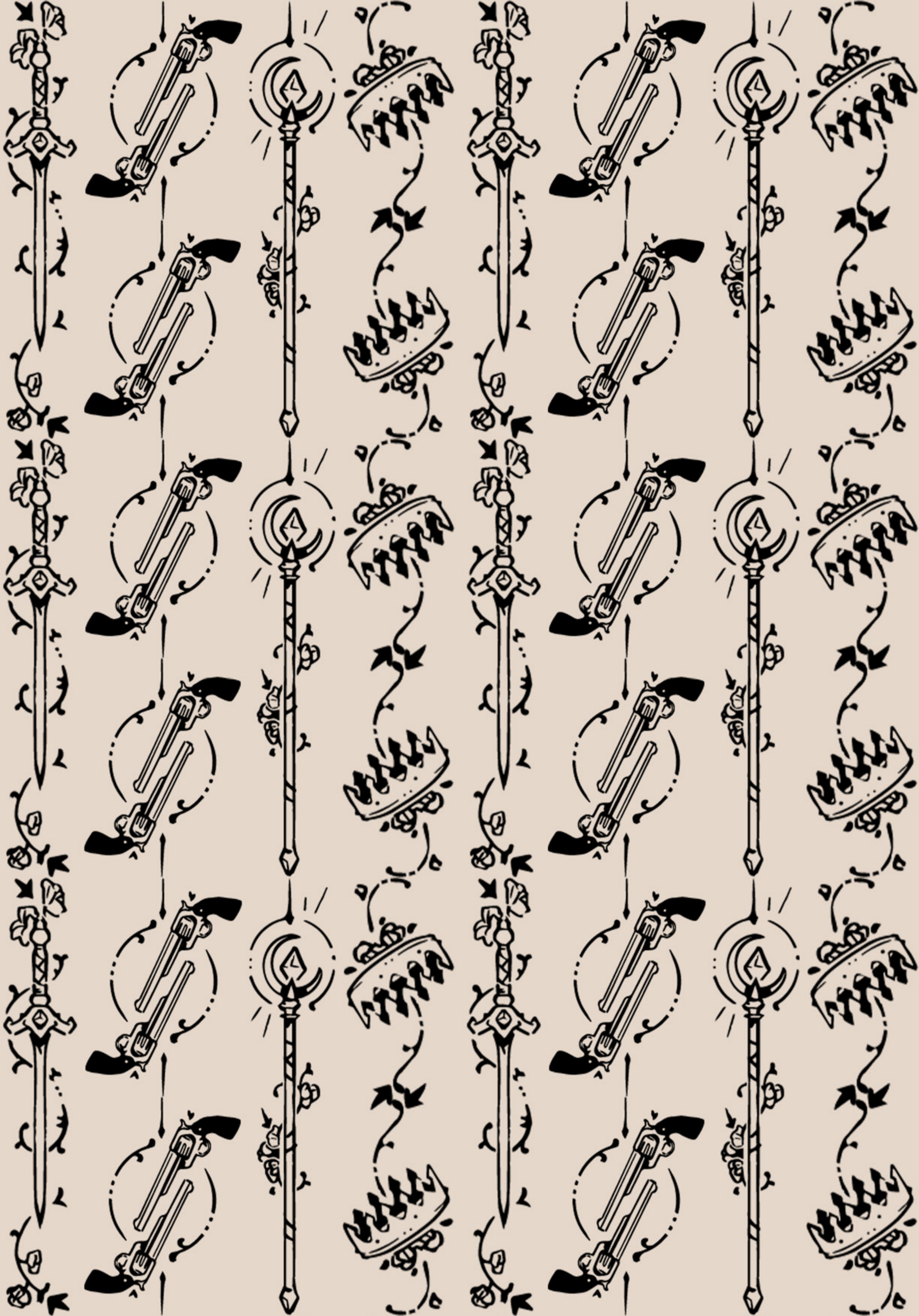
- *Blood Meridian; or, The Evening Redness in the West*, written by Cormac McCarthy
- *Wizard and Glass*, written by Stephen King
- *The Matter of Britain*, by various authors
- *Disco Elysium*, published by Studio Zaum
- The *Red Dead Redemption* games, published by Rockstar Games
- *Dark Souls*, published by From Software
- *The Lord of the Rings* and *The Silmarillion*, written by J.R.R. Tolkein
- *Small Gods*, written by Terry Pratchett
- *The Bard's Tale*, written by Huw Williams
- *The Green Knight* (2021), directed by David Lowery
- *The Matrix* films, written by the *Wachowski sisters*
- The *Mass Effect* games, published by Bioware
- *Blades in the Dark*, written by John Harper
- *Polaris: Chivalric Tragedy at the Utmost North*, written by Ben Lehman
- *The Sword, The Crown, and the Unspeakable Power*, written by Todd Nicholas and Thomas J
- *Wraithlands*, written by Stuart Leckie
- *New History Warfare*, created by Colin Stetson






You fight for all
this and more.


WE SING GREAT TALES
OF
WHO DEFENDED MYTH
EVEN WHEN its DOOM WAS
INEVITABLE
ABILITIES
EQUIPMENT
DEED
REP.
CONTACTS
REP.
RIVAL
REP.
CLASS
PRONOUNS



Knights and wizards have defended the Kingdom of Myth for centuries. These lands have known peace and prosperity, but soon the kingdom shall be destroyed.

The Prophets have declared that your city shall burn and Myth will fall. All those who follow your King shall die. It is INEVITABLE.

But you shall defy fate. Myth will not end while you bear arms.

You will fail, but as long as there are still stories, they will sing of you!

INEVITABLE is a Arthurian Western roleplaying game for 2-6 players and a GM, where your party of disastrously sad cowboy knights fail to stop the apocalypse. This 284 page book contains all the rules, character creation and the setting for your campaign, thoroughly and evocatively detailing The Barren, the lands surrounding the Kingdom of Myth.

GOOD LUCK FAILING TO SAVE THE WORLD!

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